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N64

ALL HAIL TO THE KING, BABY

MAGAZINE
RESIDENT EVIL

First N64 pictures!

STAR WARS

Phantom Menace shots!

SHADOWMAN

Shocking new details!

The world's first **EVER** review!

EXCLUSIVE

DUKE NUKEM

Zero Hour

p54



NEW!

planet 
GAME BOY

The World's only dedicated Game Boy magazine free inside!

p35



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MAY 1999

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28
ISSUE

Manic Mayhem & Full On Fun... 8 can play that game.

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WELCOME TO



At 148 pages N64 Magazine is Britain's biggest and best-selling Nintendo mag; and here's why

We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.

Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.

Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.

The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.

Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.

N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.



Don't be fooled by feeble imitations!

Your face, your ass, what's the difference?



That's the teaser I posed to James as he swanned off into the sunset, never to return again. Ever. And thanks to a good few hours spent in front of the brilliant *Duke Nukem: Zero Hour*, I sounded pretty convincing too. Of course, I haven't quite got the muscles – well, I say *quite*, but I actually mean *at all* – and I don't make it a habit of carrying 137 rounds of ammunition over my shoulders, but still... the sheer amount of sampled speech in *Zero Hour* is more than enough of an excuse to reel off some tangy one-liners.

Fortunately, after you've read the world's first review of The Dukester's latest gun-riddled outing, there's still *stacks* of stuff to get through, not least a heady double whammy of firsts in the shape of *Resident Evil* and *Star Wars Episode 1: Racer*. Both, but particularly the far-more-advanced latter, are looking astonishing, promising to ensure a blockbuster-filled second half of the year for the N64. Add to that some brilliant new *Shadowman* shots, reviews of *Snowboard Kids 2* and the delightfully quirky *Harvest Moon*, as well as the world's only dedicated Game Boy mag and you've got a packed £2.95's worth.

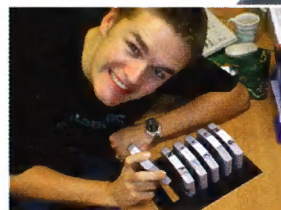
Actually, talking of £2.95, I recently conducted an experiment to see what I could get for exactly that in the shopping mecca that is Bath. Unfortunately, I ended up buying **N64**. The promise of *another* free games rack just proved too much. After the first one on issue 23, we had so many letters pleading for a sequel that we had to bring it back. Rack for good. Rack once again. Feeling rackered. Right, I think I'll quit while I'm ahead.

Happy hunting,

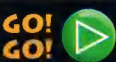
TIM WEAVER
EDITOR

HOW TO USE YOUR N64 GAMES RACK

It's simple! Rip it off the backing board – not forgetting to have a gander at our fantastic subscriptions offer, obviously – place it on a flat surface and then fill it full of games.



Flip to page **146** for a full index of this month's contents!



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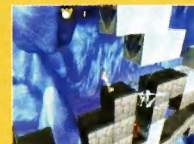
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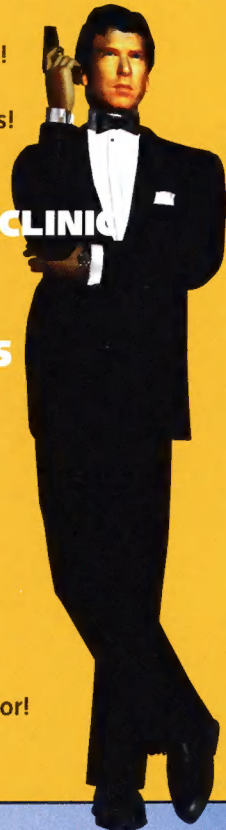
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DUKE NUKEM ZERO HOUR

It's got more guns, more guts and more pigs – and it's the first EVER review! Duke is back in style! Get in...

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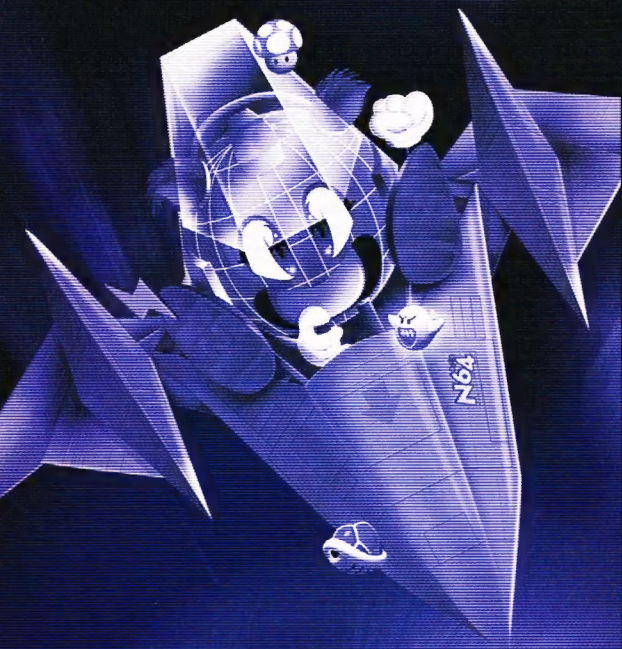


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N64
MAGAZINE

FUTURE

LOOK

Your first look at the **BIG**
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**STAR WARS
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The very first shots EVER! Unbelievable!

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WANT MORE NEW GAMES?

Check out the Coming Soon section
of Planet 64 on page 16!



"Morning! Not too bad, thanks. And you?"
"A little peaky. I seem to be slightly undead, for a start."

△ You'd think he'd get cold, going around without his shirt like that.
▽ When you start the game, you can see this church way in the distance, like Death Mountain in Zelda.

△ The camera will be completely customisable.
▽ Yoiks. Plenty of blood.

SHAD

△ Plenty of hazards, here. That sludge will kill you.
▽ A boss, perhaps? Or just a statue?

△ Enemies are rife; there are loads of them and they're all grotesque beyond belief. A bit like Tim.

P hew. What a summer we've got to look forward to – there'll be *Jet Force Gemini*, *Hybrid Heaven*, *Perfect Dark...* and, of course, *Shadowman*. Plainly shaping up to be one of the games of 1999, work is proceeding apace at Iguana UK's Stockton-on-Tees headquarters to get the game finished on time.

And, in a coup of unprecedented proportions, we'll be reporting on Acclaim's latest every month, up until our first review in August, talking to the developers and generally keeping an eye on

how the game is shaping up. How's *that* for in-depth reportage?

And the first thing we can tell you is that there's been some changes since we last saw the game, in issue 25's frighteningly comprehensive Special Investigation. But – of course – only for the better. The PC version of the game, you may remember, features shed-loads of speech, but memory restrictions meant that all that would have to be converted to text for the N64 cartridge. Weeellll... obviously committed to making the very best game that they can, Iguana UK have taken the

brave decision to use a 256Mb cart, as opposed to the former 128Mb article, to fit all the speech in and

completely do away with the text. Which makes *Shadowman* exactly the same size as *Zelda*, fact fans. Now, this may have pushed the game back slightly from the projected May release date, but we think you'll agree that the extra wait will be more than worth it.

Especially because the rest of the game is still the enticingly intoxicating blend of puzzle-solving, non-linear adventuring, character interaction and flesh-ripping combat that it always has been. The plot, to recap, goes a

little something like this: Mike LeRoi (the Shadowman) is entrusted by voodoo princess Nettie to hunt down the Five, a group of undead serial killers, and destroy their master, the infernal Legion. Sound easy? Bear in mind that you can move through reality – Liveside – and Deadside, a dark and twisted version of our world, as Mike and Shadowman respectively. The playing areas in the game are absolutely vast, requiring a huge amount of *Zelda*-esque exploration. Equipment found later in the game allows you to go back to previously visited levels and access sprawling new areas.

The centre of Deadside is the mile-high Asylum, home to Legion and the portals that lead to the Liveside hideouts of the Five – all of whom are based on various villains of book, film and real life (Iguana used an *actual* FBI casebook as research, which contained details of forensic procedures and profiles of incarcerated serial killers. Yoiks).



As these new screenshots demonstrate, *Shadowman* is plainly a game of the most frighteningly high standard, and looks set to fulfil the promise it showed at last year's ECTS game show. Tune in next month for a deeper investigation...



LIFESPAN ● *The playing areas in Shadowman are absolutely vast, requiring a huge amount of Zelda-esque exploration.*



▲ After a hard night on the sauce, Tim often comes shambling into work looking like this. Come to think of it, he looks like this anyway.

Shadowman		
ACCLAIM/IGUANA UK		
 August		1
US release August		

OWWMAN

the shadowman cometh

DOWN IN THE DARK

Shadowman, as you may well know, and as befits such a dark and disturbing game, is full of wonderfully gruesome moments, and marvellously grotesque characters. Over the coming months we'll be taking a closer look at these and other elements of the game but, to give you a taster of what's to come, look below...

SCHISMS

Absolutely ace. These are, in fact, portals from the Asylum to Liveside, in the form of rotting torsos. To activate them, you have to rip open the ribcage with a Retractor – surgeons use these, you know – and then you'll be sucked through to your destination. Quite literally cracking. Ha!



JAUNTY

One of your two 'allies' – as it were – Jaunty guards the gates to the Asylum, the mile-high tower that Legion dwells in, and is a good source of advice. You can meet him both Liveside and Deadside; Liveside, he appears as an Irish human, but in Deadside he appears as a huge skull-face snake with a top hat. Most unsettling.

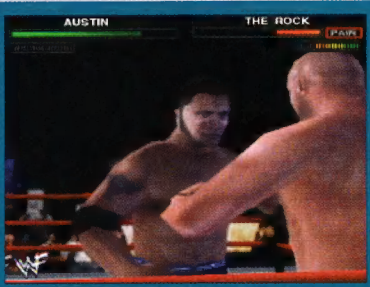


TO BE CONTINUED...

Every month, until the game's released, we'll be updating you on *Shadowman's* progress.

You simply can't moan at sideburns like that. Outside of the ring, The Rock can detach them and use them to beat people.

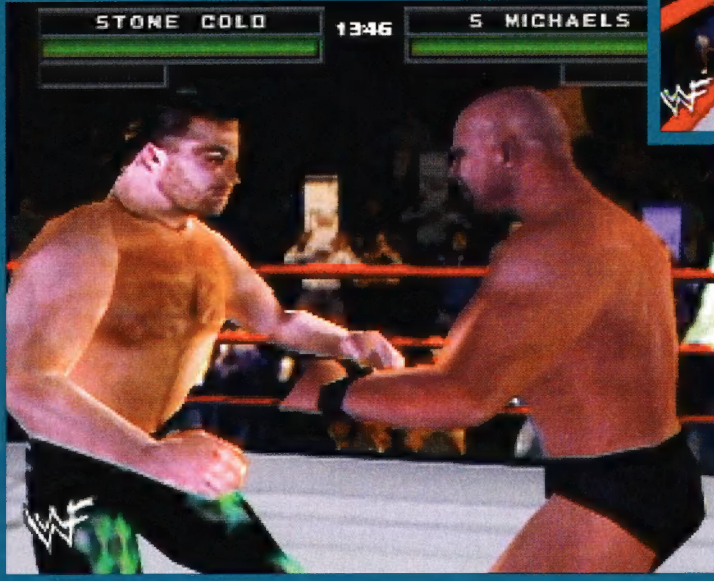
"Morning, Stone Cold."
 "Morning, Shawn."
 "Nice day for it."
 "Yeah. Do you mind if I slap you hard in the face?"



Mankind. Ugly. Fat. And smelly. That's a whoole world of bad luck, that is.



30 wrestlers, but some old favourites return. Not bad.



Look at the incredible detail on The Undertaker's face. Frankly, a bit scary.

Women fight! The female fighter was only previously available through the Create-a-Player. Not so now. Spices it up a bit.



"Grr! I will rip out your... Er, got a Fisherman's Friend?"



Whilst every bloke and his dog would happily agree *WWF Warzone* was rattling good fun, it actually failed to impress quite a number of grapple fans. Particularly those weaned on the aching seriousness and moves-heavy wrestling that made up the *WCW* games.

For them, there just wasn't enough depth in *Warzone*, and there certainly wasn't enough variety in moves. Or, at least, you weren't required to use enough of the moves that were available – with a couple of well-placed button presses you could finish off the game's challenge with a minimum of fuss. Additionally, there were problems with the number of wrestlers (only 15 leotarded warriors turned out, compared to 80 in *WCW/NWO Revenge*) and, but for the Create-a-Player mode, the options available were severely lacking.

All problems which developers, Iguana West, have well and truly sorted out for this follow-up, *WWF Attitude*. In fact, this sequel is so impressive that even those members of the **N64** team who really couldn't give a monkey's about pretend pub fighting, had to admit, the game looked like considerably tasty bee's knees. So many options, so many wrestlers, so gorgeous to look at, so much

WWWF ATTITUDE

game, Iguana did. Indeed, they spent the first two months of development time just sifting through e-mails and letters from people who'd bought the first game, taking on board suggestions and righting the wrongs of *WWF Warzone*.

So, what has *Attitude* got over its predecessor? Well, with twice as many wrestlers, there's certainly

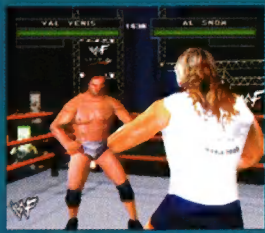
individual entrance and signature tune, as well as a unique exit where he might come over all violent and brawl in the aisle.

The most significant new improvement, though, comes in the moves department: *Attitude* features over 400 moves, all either new or reworked versions of the originals. These, of course, are the signature moves. On top of the 400, each grappler also has a host of standard moves too, so, with a quick bit of maths that makes, ooooooh, around eight individual moves for each sweaty mound of muscle. Better, eh?

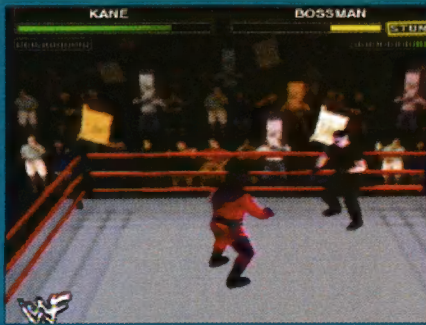
VISUALS The shape of the wrestlers' fat noggins and even fatter bodies is incredibly realistic, right down to the way they scowl and growl and the way their bellies bounce.

better than before. How and why? Well, if ever a developer took notice of the criticisms levelled at its

more opportunity to guise yourself up and go pant-pullingly mental. Each wrestler also has an



△ *Pants. Silver pants. At least now you've got a reason to deck him.*



△ *Cameras can be swung round with ease. This is a perfect playing position.*



△ *In the Create-a-Player mode, you can scribble messages on wrestlers' shirts.*

Road Dog and Val Venis. Two characters new to WWF Attitude. Top! ▷



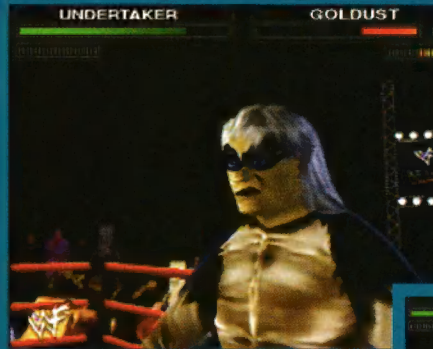
Face of death

Even more dodgy moustaches, even more lycra leggings, even more jolly japes...

The Create-a-Player mode in *Attitude* is much better than *Warzone's*. As well as being able to do *everything* you could do in the first game, you can also adjust eyes, noses, mouths, ankles, legs, thighs, arms, hair, *everything*. There are new signature tunes and a wider variety of clothes too, but what's more interesting is the ability to write your own messages on your wrestlers' T-Shirts. Which sets you up nicely for some quality rudeness. All very nice.



△ *Gulp. This bloke isn't much to look at. But, he'll do the business in the ring.*



△ *Goldust does his Elvis impression. Then proceeds to beat the living hell out of his opponent. Still, great personality.*

Kane. Brother of The Undertaker. ▷
There's some Grade A hatred going down between them - and now you can see who comes out top in a scrap.



△ *Even more hi-res than before, Attitude will make use of the expansion pak.*



ITUDE



men in cacks

Visually, Iguana have again proved their commitment to the expansion pak. The hi-res visuals looking even *more* defined than ever; watch in awe as the wrestler's faces wince and move *just like real faces would*. The shape of their fat noggins and even fatter bodies is incredibly realistic, right down to the way they scowl and growl when they come up against adversaries, and the way their bellies bounce when you whack them where it hurts.

As well as all that there's tonnes more commentary from Jerry "The King" Lawler and

Shane McMahon - with special sound compression techniques being brought across from *Turok 2* - and a whole cupboard full of more impressive weaponry, including face-flattening shovels and live TVs (useful for some electrocution-style afters). Oh, and did we mention a heap of new play modes, including pay-per-view?

Certainly, *WWF Attitude* is looking pretty impressive, and we'll have a review in a couple of months' time...



TO BE CONTINUED... We'll keep you updated where this little gem is concerned. Yup.

WWF Attitude		
ACCLAIM		
	June	1-4
UK release June		

FIRST EVER PICS OF LUCASARTS' PHANTOM MENACE RACER!

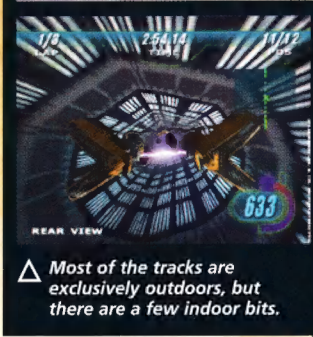


◀ See the frame counter in the bottom right? 26 is quite respectable.



These sections look identical to the film.

△ A sort of cloud city, except with roads and hovering pod racers.



△ These pod racers zip along in any weather. A little bit of rain won't slow them down in the slightest.

△ Most of the tracks are exclusively outdoors, but there are a few indoor bits.



△ The purple energy beam is what holds the two pod engines together.



Star Wars Episode 1: Racer
LUCASARTS

	May		1/2
UK release July			

STAR WARS

As just about everyone in the civilised world knows, Star Wars is big business. Huge. The new *Episode 1* movie, *Phantom Menace*, is virtually guaranteed to break every box office record, there

is, as a whole new generation of Star Wars fans fights for queuing space with the 20-somethings who still harbour fond memories of the original films.

Consequently, any Star Wars game is going to be particularly hot property when *Phantom Menace* is released in the States on May 19th. And when that game looks as spectacular as

Episode 1: Racer does, you're looking at a sure-fire smash.

The first of three games inspired by the new film (the others are rumoured to be a first-person shoot-'em-up and, bizarrely, a Square-developed RPG), *Episode 1: Racer* is based on a scene near the start of *Phantom Menace*, involving a pod racing tournament arranged by Jabba the Hutt. Since the pod vehicles are so quick, and the action



△ The vehicles are certainly unusual, aren't they? And they're capable of some top acrobatics too.

LIFESPAN ● There are eight characters to choose from and they each have their own distinctive vehicle.



so hazardous, the only creatures who enter are aliens with lightning-fast reactions. Except for one, a young boy by the name of Anakin Skywalker. As fans of the Star Wars series will know, Anakin is no ordinary child – in later years, he is to become better known as Darth Vader, asthmatic scourge of the rebel alliance.

The pod racing vehicles are quite unlike anything previously seen in the likes of *Wipeout 64* or *F-Zero X*. They consist of a small carriage in which the driver sits, towed along by two hugely powerful engines. As the whole ramshackle craft

1/3 LAP 2:41.60 TIME

TRADE BUY CARTON YOUR CARTON

It looks very, very impressive indeed. We can't wait.

Steer clear of the canyon walls, young Skywalker.

That's Anakin. Come to the Dark Side, my child (wheeze). Completion of the Boonta training course is essential.

It's all so very Star Wars. One look at these pics and memories come flooding back.

What's in a name?

Cast your mind back to the late 70s, when every bedroom in the entire world was filled with scores of Star Wars figures, from campy old C3PO and wussy Luke to stone-cold killer Darth Vader and man's man Han Solo. Now, decades, new Star Wars movie, and a chance to restart your collection with a whole new range of characters, many of whom will be revealed for the first time in Episode 1: Racer.

The eight characters you start out with include Eto Eto (a fat alien with a tail), Gungan (a creature with four arms and a griffin's neck), and Ewok (an inebriated thing). Others include Fud Song, Mawhock, Aldar Beedo, Bolo Rook, Chirpa Holdfast, Nova Kiv, and Wan Sandage. Sounds like the perfect list for a sci-fi collection at the moment, but come summertime, they're going to be household names. Do yes they are.

This bit is taken straight from the film (TM and © LucasArts) and will be in May.

Not a bad to be involved with, by all accounts.

EPISODE 1: RACER

pleased in a pod

It's all so very Star Wars. One look at these pics and memories come flooding back.

banks around corners, the carriage swings precariously behind it, causing no end of motion sickness. If either of the pod racer's engines overheats, the craft is sent into an uncontrollable

death spin, ending up as a fireball when it hits one of the trackside walls.

The tracks are set over eight worlds, with three variations on each one. The courses are all suitably huge, since the pod racers move at such a high speed, and there are lots of shortcuts to find. There are eight characters to choose from, with around 13 secret ones to unlock as you progress through the game's various tournaments. They each have their own distinctive vehicle, which can be upgraded in a number of ways between races.

Episode 1: Racer looks different enough to stand out from the N64's current crop of racers, but with that crucial Star Wars licence and some jaw-dropping hi-res graphics (with the aid of the expansion pak) and sampled sound squeezed into the 256M cart, it's certain to clean up when it's released alongside the film this summer. Hopefully LucasArts will be able to get the frame rate in the main game running at the spiffy 30fps of the time trial mode. More next month. **N**

TO BE CONTINUED... We'll be closely following Racer's progress over the coming months.

PLANET 64

NINTENDO 64 NEWS CENTRE



N64

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Next issue on sale
Tuesday 18th April

Metroid returns

It's true! Samus is on her way back – and now in full 3D!

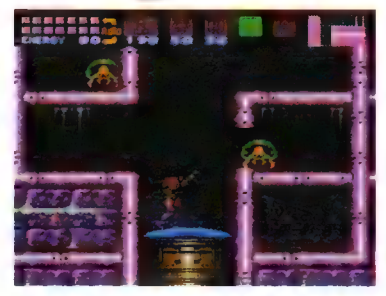
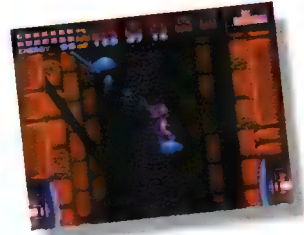
Long-time Nintendo fans received the best news imaginable this month when Shigeru Miyamoto confirmed that development on a brand new *Metroid* game is, indeed, well underway.

Although Shigsy isn't heading up the project himself, he has been acting in an advisory capacity for the Entertainment Analysis and Development (EAD) team currently beavering away on the as-yet-untitled fourth instalment in the classic *Metroid* series. Each of Nintendo's three previous consoles has been graced with a *Metroid* game, and there's a colourised Game Boy version due to appear in Japan soon, so it's about time we got a *Metroid* for the N64.

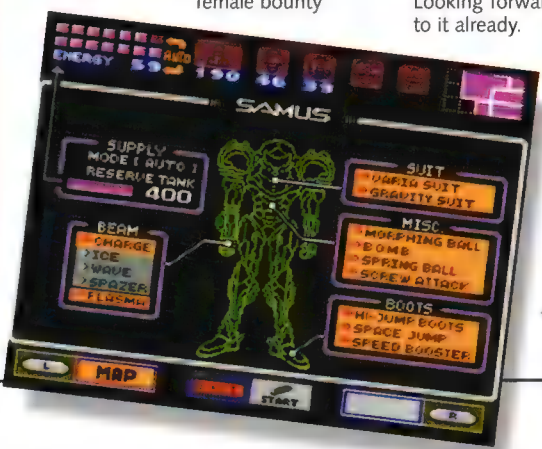
As for how the game looks and plays, Shigsy is remaining resolutely tight-lipped. The first three *Metroids* were 2D scrolling platform games, starring Samus Aran, the bio-suited female bounty

hunter last seen kicking the living bejeebers out of Luigi in *Smash Bros*. The stunning SNES version, *Super Metroid*, was widely regarded as one of the best games ever made, so whatever form the new one takes, it has a tough act to follow.

One distinct possibility is that the game will reuse the *Zelda* engine. Late last year, Shigsy made it clear that he would like to see Nintendo games making use of previous innovations, such as *Zelda*'s 3D system, in order to cut down on the crippling three year development period facing most of the company's prestige titles. If that's the case, then we can expect to see 3D renditions of *Metroid*'s futuristic environments, enormous weapons, and, of course, the evil Mother Brain herself, within a year or so. Looking forward to it already.



△ It's a platformer – but not as we know it. *Metroid* was simply one of the best games ever made.



△ The ability to build up your suit will almost certainly be retained.



SHORT CUTS

ISS '99 REVEALED

Konami have almost completed *Jikkyou J-League Perfect Striker 2*, or *ISS '99* as it will be known over here. The game features a brand new 'success mode' which allows you to take a single player through

his entire career, from non-league to international. There are plenty of new moves too – including a nifty Z-button 'step-over' which can be used to avoid sliding tackles – and loads of extra animations. Hopefully we'll get some better league options to play with, and some proper club sides. There's no news of a hi-res mode yet though. We'll bring you all the details next issue.

CITY CENTRAL

Anyone remember *Sim City 64*? No, not the Japan-only *Sim City 2000* we reviewed in N64'13, but the 64DD version we looked at in issue 11's Space World feature. Unlike previous *Sim City* games, including the new *Sim City 3000* on the PC, *Sim City 64* was set to feature polygonal 3D graphics. It's now confirmed for release towards the end of the year, in cartridge-only form.

SKY'S THE LIMIT

The Pokémon animated series – yep, the one that caused hundreds of Japanese kids to go into convulsions due to some nasty strobe lighting – is coming to Sky One. In fact, by the time you read this, it will have already started, taking in a nine o'clock morning slot, just after *Godzilla* and *The Simpsons*. Not in? Well, fortunately, it's repeated at 4pm in the afternoon too.

Future Nintendo!

Star man Shigs gives a taste of what's to come...

With most of the games industry currently suffering from a tiresome dose of New Console Fever, we were somewhat surprised when Shigs himself spoke out recently to add to the speculation.

Miyamoto has confirmed that he is now heavily involved in designing the controller for Nintendo's next machine. Unlike other console manufacturers, Nintendo always get their controllers right first time – never choosing a new pad design based on how many buttons it has, or how it looks.

The controller for the N64 was designed specifically with *Mario 64* in mind – the C-buttons, Z-trigger and analogue were all created to make playing in *Mario's* 3D world as easy as possible – so Shigsy must already have a launch game in mind for the new machine.

Whatever it is, it exists only on paper at the moment. Nintendo haven't even announced the specifications of their next-generation machine yet, let alone started to build a prototype. The new pad will be the first part to be completed, and will not be revealed until the whole shebang is ready to show to the public. We certainly

▷ An artist's impression of the new console. Erm, well, Wii's anyway.



△ Shigsy: Smiling knowingly. Have a look at his jacket and see why.

▷ Can Nintendo really better this little beauty?

don't expect any announcement until the end of the year, and until then we'll try to avoid idle speculation about DVD, modems and polygon counts.

The important thing is that whenever Nintendo decide to release a new machine, it'll have the backing of the world's finest games development team.

N64 Resi Due!

The first EVER shots of N64 Resident Evil

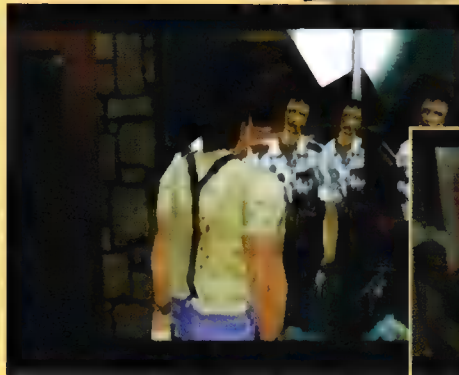
Now this is news. After months of speculation – Capcom confirmed they would be converting *Resident Evil 2* to the N64.

Disappointed by the c-word? Don't be. Although the game will take many of the elements from its PlayStation forebearer, it will also be able to stand tall as its own, er, man.

Doing the 64-bit version are Angel Studios who – as well as enlisting the help of *Rogue Squadron* surround sound specialists Factor 5 – are going to be the first company to squeeze pre-rendered intros into an N64 cart, using some super-clever compression techniques. Gameplay-wise, N64-only features will involve hidden mini-games; a custom feature allowing you to adjust the intensity (read: violence) of the game; a randomiser, which will randomly relocate in-game items to extend longevity; and a new scrapbook, which will tweak and change the story behind the game as you progress. We'll have more next month. Excited?



△ Reside of the first EVER Resident Evil screenshots. Gooah.



▷ I've been thinking about...
 ◁ I've been thinking about...
 ▷ I've been thinking about...
 ◁ I've been thinking about...

A FRIEND INDEED

Whilst settling down to his weekly intake of Friends on Sky One this month, eagle-eyed Tim noticed some fancy flat furniture in Chandler and Joey's New York apartment. Above the TV in the lounge, the mirth-riddled twosome had an N64 and a green controller! Fantastic! Can't spot it? Just look towards the top left hand corner of the piccie, hey. Nice lads, them.



SPEAK TO ME

Pikachu Gyaku Dochu, the virtual pet game we reviewed in issue 25, is set to get an English translation before the end of the year. Work has already begun on getting the voice recognition system, bundled with the game in Japan, to understand English, and a retitled version will be released in America this Christmas. Great news!

CAMERA FLASH

Busy man, that Miyamoto. Now he's gone and unveiled the N64's next step: a cable connection that allows you to take your picture on the Game Boy Camera and then transfer your details across to your N64 and the forthcoming tie-in game, Talent Maker. The point? Well, you can dress yourself up in floor gear, create a virtual dancefloor and make a prat of yourself.

FANZINE FARM

For the last time Jethro, leave the flamin' pigs be! Oh, and welcome to the Farm...



RETRO CLASSIX

Arrrrr, retro games. The only past we tend to delve into normally is Terry the farmboy's murky Saturday nights out in the 80s, but we're willing to give well-established Retro Classix a going over. These kind of fanzines are normally the best, put together, as they are, by keen gamers. Our assumptions are proved correct, with a collection of fabulous features on such class videogaming acts as Arcadia, Zoom and The Hobbit. Divided by format – Commodore, Sinclair, Spectrum – the fanzine is superbly written, with a thundering great letters page the size of our cabbage patch. Things are finished off nicely with a spot of modern technology and some fact-filled reviews of the information superhighway's best retro websites. This, then, is excellent fare. Not necessarily the Spring Fair, or Mulberry

Heights Annual Marrow Fair, but you can't have everything.

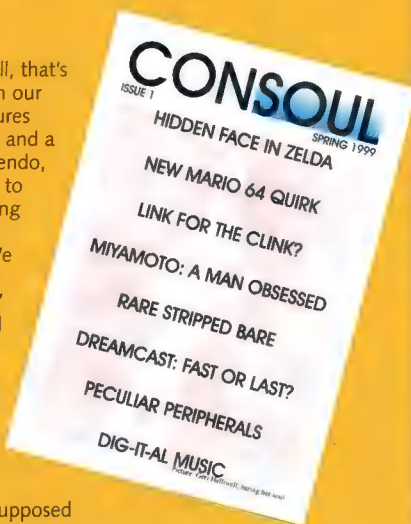
• Send £2.50 and a self-addressed A4 envelope to: Retro Classix, c/o 4 Chatterton Ave, Ermine West, Lincoln, LN1 3TB.

CONSOL

48 pages worth of info, eh? Well, that's packed in tighter than the hay in our barn. Still, with quirky little features like 'Miyamoto's 10 Obsessions' and a past, present and future of Nintendo, there's plenty for farm followers to get excited about. More intriguing is the '13 crimes committed by Zelda 64' part of the fanzine. We must admit, this didn't go down particularly well on the farm. Ol' Brian next door even threatened to axe his own mother to death and then cook her bits in the old stove at the back of the kitchen. But it certainly provided some interesting conversation over a dinner of cabbage, sprouts and pig fat. Fancy having a look at Zelda's supposed crimes? Get a look at this, then.

• Anybody who's interested should send a £2 cheque, made payable to Mr S D Harrison, and an SAE to Consoul, 120 Kestrel Way, Cheslyn Hay, Walsall, WS6 7LQ.

Got a fanzine? We want to see it! Send your choicest produce to: Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.



New Goods

They're goods and new. Which makes them perfect for here, eh?



ZELDA FIGURES

Bandai • ¥100 each • Importer!

See these things to the left? Well, in Japan, you can actually buy them, Kinder Egg-style, from vending machines.

Fantastic! They even come with sweets.

On the right, are more Zelda figures – but this time more Games Workshop-style – which you can take home and paint. Great stuff.

80%



V3 STEERING WHEEL

Interact • £50 • 01204 862026

Steering wheels? Deal us in. Yep, if you're looking to make those treacherous Top Gear Rally tracks a tad more exciting, or those nasty corners at Monaco even more realistic, you can't really be without one. And, although this newly 'updated' V3 wheel is, er, almost exactly the same as last year's effort, you can't argue with the quality: a pleasingly weighted turn, comfortable mouldings, stacks of buttons – all, surprisingly, useful – and



pedals of just the right weight. All in all, plenty for your money. Unless you've got last year's.

88%

PLASTIC CROSSBOW

Tatco • £12.99 • Your local joke shop
Not technically an N64-related goodie but something that all practical jokers can't afford to be without. To see the devastating effects of this natty piece of kit, turn to page 138 and watch as Tim fills Jes' face with sucker darts. Best fired from a distance (and, thus, providing an easier-than-usual chance of escape if you get ratted), the crossbow has one fatal flaw: the firing 'tunnel' snaps when only the



minimum of pressure is applied, making the thirteen quid asking price a bit traumatic. Treat it gently, though, and it's a winner.

70%

EGG ON YOUR RACE

Last month, because he's a bit of a spanner, Jes called Ubi Soft's fantastic F1 game, *Racing Simulation: Monaco Grand Prix*, *Monaco Grand Prix Racing Simulation*. Um, so just to clear it up, it's the first one, not the second one. (Whisper) Is that right, Jes? (Nod of approval). Yup. That's it. *Racing Simulation: Monaco Grand Prix*. So, now you know what to look for. Phew.

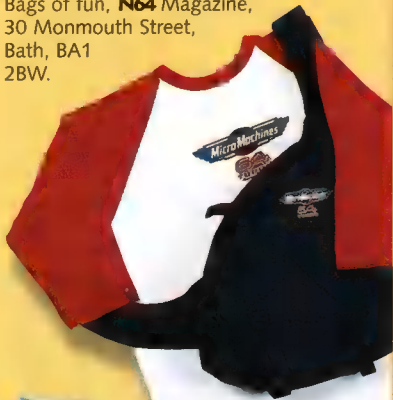
WIN!!!

Micro Machines goodies



Bags? T-Shirts? Oh, yes. And you can win a bit of both. The *Micro Machines Turbo*

limited edition bags are tremendously roomy, with two – count 'em! – points of entry (both zipped), a beautifully padded back (to provide optimum carrying comfort) and a twofold security device thanks to a string and zipped-up main compartment. The T-Shirts, meanwhile, are, er, white with red arms. So, that's nice. And you can win a pair, thanks to our mates at Codemasters. All you have to do is tell us which member of the N64 team is an old bag: a) Tim, b) Andrea, c) Wil. Scribble your answer onto a postcard and send it to: Bags of fun, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.



RETROWORLD

with Jason Moore

Time to return to the days when PC meant policeman and Macs were worn in the pouring rain.

Coleco may be most famous for their classic Colecovision console, but it's their hand-held machines which still manage to stir the emotions of ardent games collectors.

The Coleco Arcade range consisted of only six machines and many of the games, like *Donkey Kong* and *Pac Man*, had already been released by other manufacturers, but Coleco's versions stood head and shoulders above the rest.

Each unit allowed two players to play at the same time, and the large screens meant you could see exactly what you were doing. Coleco's games also sounded far better.

In short, Coleco's Arcade range were the most impressive LED table tops ever to be released. But they had plenty of rivals...

GALAXIAN Coleco

Arcade giant Namco had always produced ground breaking coin-ops, but in 1981 they didn't have enough money to attack the Atari dominated US coin-op market. The solution was a convenient licensing deal with American electronics company, Midway. Coleco seized the opportunity to deal directly with Midway and bought the rights to release home versions. *Galaxian* was one of the first fruits of the deal. Meanwhile Namco licensed the Japanese rights to Bandai who, in turn, released their own version of *Galaxian*. This was great for European gamers who got to choose between both machines in the shops.

But, choosing the best was easy. Coleco's *Galaxian* looked stunning – even all the original arcade stickers were replicated around the top and sides of the unit – and there were four different modes.

The screen was eight columns wide and the graphics were colourful. Sound was also impressive, especially the piercing noises made by swooping alien attacks. The attention to detail was important: there were pictures of planets surrounding the screen; the high score was stored in the game's memory; and when you're not playing the machine it happily switched to demo mode for that final touch of arcade authenticity.



which was rather stylish – mainly thanks to its similarity with 1950's televisions.

Unlike traditional table tops of the time, Tini-Arcade machines used an LCD screen with back-lit transparencies to create a detailed colour display. The problem, though, was while the scene in the background was bright and impressive, the overlaid LCD sprites seemed to flicker against it. Alas, the technology at the time was unable to provide the quality of similar LED units.

The machine's main merit was as a forerunner to Nintendo's G&W table tops, released some two years later.

42%

FROGGER CGL/Konami

Frogger was a huge machine, but it had a large screen to match: eight columns by fourteen columns high, each line with its own colour and all magnified to pin-point clarity.

For anyone who doesn't know, *Frogger*'s about dodging cars and snakes and hopping on the back of logs and turtles, in attempt to get you to the other side of the river bank. Of course, it was a simple game of timing, but this was a valiant effort at replicating the arcade original, and each level speeds up or adds extra obstacles – so even the most skilled gamer would've found *Frogger* a challenge.



81%

ALIEN CHASE Tomy

The first thing to strike you about *Alien Chase* was the unit itself. Dual screens, facing in opposite directions, were used in a 'Battleship' style allowing unique two-player action.

But while the title may have suggested a *Space Invaders* style game, unfortunately it offered little more than a variation of *Pong*. Each player controlled a circular base and had to try and catch a wandering alien on the screen, then navigate their way to the opposite player's base to score a point. To add more difficulty a central starship complete with moving robotic arms would appear, and later stages would add meteors and cannons to limit player mobility.

Overall, an innovative unit with impressive graphics, but all latched onto a decidedly mediocre game.

54%



WILDMAN JUMP V-Tech

The year 1981 also saw the release of this *Donkey Kong* clone from V-Tech, a company still involved in electronic toys today. The Electronic Tini-Arcade range spanned across four different games, and at least two different manufacturers, each using an identical casing



93%

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NW4 4EB Tel: 0181 203 8868**



Updating you on the N64 games of the future

This month including:

ARMORINES ...16

COMMAND & CONQUER ...17

HARRIER 2001 ...18

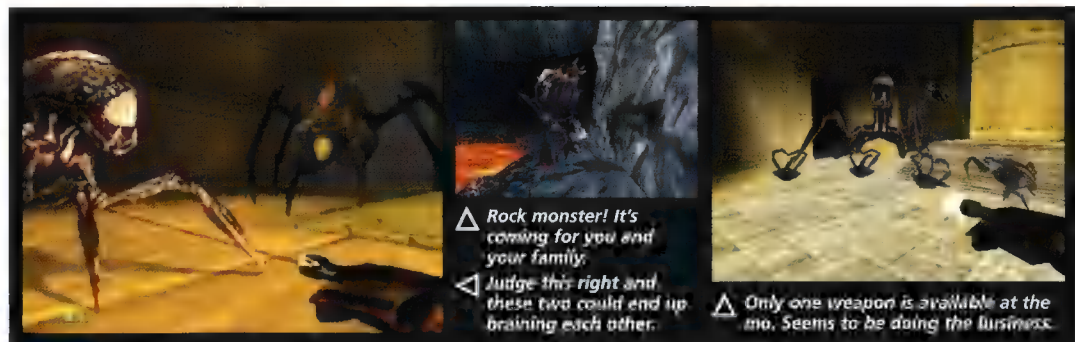
LEGO RACERS ...18

OGRE BATTLE 3 ...20

CARMAGEDDON 64 ...22

QUAKE II ...22

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War is

ARMORINES

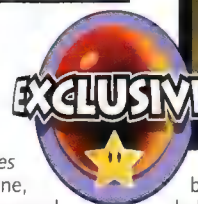
PROBE/ACCLAIM 128M 1-4 WINTER WINTER

Nope, *Turok 2* certainly wasn't perfect: a bit jerky, a tad too long between save points, not enough breaks in the action, some slowdown when the action got heavy; all problems that, really and honestly, *could* have been sorted out. But, crucially, no one could deny it was a corker of a game for much of the time, packed like a bustling

underground train with staggering set pieces, awesome weaponry, hideous scaly beasts and lovely looks.

Which is where *Armorines* comes in. Taking the T2 engine, Probe now have a chance – around nine months of chance, in fact – to smooth out the problems *Iguana's* game had, as well as update and refine it. So, if all goes well, by the time *Armorines* rears its bug-riddled head around Chrimbo, we'll have the perfect first-person shoot-'em-up.

Or, at least, that's the plan. Certainly, at, ooooh, not more than 25% complete, the game's looking great. Using the expansion pak, Probe plan to turn their goo-filled shooter into a 64-bit Starship Troopers of a game, with six-legged



bugs pelting it out of the dark at every turn. Weaponry too is being upped, with T2's hardware shoved aside in favour of things that make even *bigger* holes in enemies. Oh, and AI will be so advanced, the bugs will even go head-to-head against *each other* when one of them strays onto another's kill.

Sounds fantastic, eh? Well, there'll be plenty more where that came from. Next issue we travel to Probe to playtest the game for ourselves. Time to lock and load, we'd say...



△ *Starship Troopers* was never as good as this. Looks like *GoldenEye's* Egyptian level, eh?

△ Rock-related mayhem in one of *Armorines'* later levels. Gof.

Expect plenty of blood to be added in. And guts. And entrails. Mmm.





SWELL



COMMAND & CONQUER

NINTENDO

96M

1-4

SUMMER

AUTUMN

R real-time strategy? Just what the Doctor ordered, that. And strategies in real-time don't get much better than the original C&C, despite the fact that it's now four years old and a PC threequel is looming large on the horizon. And whilst these first ever pictures reveal that the game is looking faaaairly similar to the PC version, to play it is actually quite different.

Like the PC game, you control one of two global powers – the Westernised Global Defence Initiative, or the Eastern (and rubbishly named) Brotherhood of NOD. You must try and thrash your opponents by making use of Tiberium, the super-spice that powers everything from anti-aircraft launchers to tanks (and also provides a ready source of cash, allowing you to buy up soldiers).

Where Nintendo have really helped the game along, though, is in the transfer of control, from the complicated PC keyboard set-up to a nine button joystick. Cleverly, each C-button now controls a different unit, so it's even easier to access individual teams (on the PC, you needed a degree in maths to order a group of soldiers to move four paces to the left). Additionally, Z gives you instant access to your resources, meaning the game now rattles along. But, with up to 50 playable missions, you certainly won't be finishing it fast.

The Big N have also aided developers Westwood in the sound department, to such an extent that the twosome have been able to come

up with some advanced sound compression gubbins that allow almost all of the speech in the PC and PlayStation versions to be ported across. Your superiors give

impressively lengthy mission briefings pre-game, and then, during battles, your team of soldiers have a barrage of army toughness to shout very loudly.

C&C is looking great. Development is typically tight-lipped – so much so that the release date is still anybody's guess – but there's plenty to look forward to, with the game still as astonishingly addictive as ever, and expansion pak compatibility meaning all the maps from the PC version – *huuuuuge* things that they are – are all completely intact.

There'll be plenty more news on C&C over the coming months...

△ These, unfortunately, don't yet show off the superb hi-res mode.



△ The analogue makes a perfect mouse – far easier than the PlayStation's slightly clumsy D-Pad alternative.



△ The forces of NOD and the GDI battle to the death! Starks of tanks and explosions. Ace!

War can be a whole bunch of fun. Especially when you plant some explosives. Hee, hee.

▽ "I'm going to rip out your goddamn eyes and get your... er, did someone drop one?"



GO! GO!



△ Each mission is accompanied by the relevant joyypad directions. Makes things easy, eh?



△ Bombs. Now take the city out.
△ The super-realistic in-cockpit view. That'll do.



Flight sim, anyone? Mmm, thought not. Truth is, realism doesn't have quite the same pay off on the N64 as it does on the PC, hence the ludicrously dull *Aero Fighters Assault* which crashed and burned about two seconds after its release. *Pilotwings* on the other hand, now *that* was top. Which just goes to prove, if you want people to take notice, it's got to be fun.

Harrier 2001, then (previous guise: *Flights of the UN*) attempts to combine a bit of both: the raw bullet-riddled beauty of *Chopper Attack* (that's the fun bit) and the realistic physics of *Aero Fighters Assault*. The result? Pretty tasty, all told. Certainly, early versions of the game promise to

Plane event

be significantly more interesting than *Aero Fighters*. There's a top thriller-esque storyline – organisation amasses world-threatening force, UN blubbers, UN sends in one man army against all odds – and 50 top secret missions which take place in locations as diverse as The Falklands and Iraq. Additionally, the game features a host of death-bringing weaponry with nine types of air-to-ground missile, 17 types of bomb and three types of rocket launcher among the Saddam-

HARRIER 2001				
PARADIGM/VIDEO SYSTEM	64M	1-4	USA SUMMER	UK AUTUMN

baiting inventory of carnage. Oh, and of course there's the AV-8B Harrier which has a ferry range of 1700 nautical miles and velocity of... zzzzz.

Nope. The best bit about *Harrier 2001* is the fact that there's as much emphasis on action as there is on

simulation. And, of course, with the amazing *F1 WGP* under their belts, as well as the impressive *Beetle Adventure Racing*, Paradigm are now a force to be reckoned with. The game's slated for a summer release, so more very soon... **N**

Bricking it

You can sleep safely at night in the knowledge that this *won't* be as good as *Mario Kart* or *DKR* but, then, with the possible exception of *Iguana*, who could honestly come close to beating the two most talented developers in the world at their own game? Still, if it lacks a little sheen, actually playing

LEGO RACERS				
LEGO	64M	1-4	UK AUTUMN	USA AUTUMN

Lego Racers at least tells you one thing: it's going to be fun.

With 12 tracks already in place – though with work still to be done on them – the game has a shedload of variety. Forests, rivers, castles, pirate galleons, space ships, every ludicrously priced set you can remember from your childhood is being given a runout. But, like *Beetle Adventure Racing*, the object of the game isn't just to come in first (though, unsurprisingly, that's important), instead, shortcuts, smashable entrances and handbrake turns all prove a necessary part of your driving inventory. Oh, and characters? Well, you can count in Alpha Dragonis, Sam Grant, Robin

Hood and Captain Redbeard, as well as a host of other recognisables from the world of coloured-up bricks (some a bit... secret).

The best part of the game, though, is undoubtedly the ability to customise your own Lego racers from scratch; you earn add-ons by collecting pieces of Lego in-game: a bit like *Mario Kart*'s coins, or *DKR*'s keys. Which leaves *Lego Racers* as healthy competition for the second string of N64 driving games. **N**

Plenty of options to choose from means plenty of variety.

5TH LAP 2 0:37:50
BEST 1:40:00

It's certainly shaping up to be an attractive game. No hi-rec, mind. The fantastic build-your-own-car mode enables you to put together top little motors.





and on you go

VITAMINS A-B₁-B₆-C
ENRICHED BEVERAGE

**Sunny
Delight**
reach for the sun

RPG NEWS

Nintendo sprinkle their magic over Quest's first N64 RPG.

Ogre the top



OGRE BATTLE 3 PERSON OF LORDLY CALIBRE

QUEST	128M	1	Summer	Winter
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EXCLUSIVE!

Sigh. Just as we were readying ourselves, here at RPG News, for Quest's first N64 game, it's gone and slipped until later in the year. The potential of the sequel to excellent SNES outing, *Densetsu no Ogre Battle* (and exactly-the-same PlayStation follow-up, *Tactics Ogre*) is obvious, and

that's why it recently attracted Nintendo's attention. They now want to iron a few things out before its release in the spring.

Quite what's top of Nintendo's priority list isn't clear, but even more details have been released this month regarding the structure of the game and some of the features that have been carried over from previous *Ogre* games. For example, who remembers the lawful, neutral or chaotic part of the SNES game? Er, a few. Well, basically, the idea was that the characters in the game all fall into one of the aforementioned personality categories (though it mostly tends to affect enemies). If they're chaotic, chances are they'll be wanting scrappage left, right and centre. If they're neutral, they are a little more unpredictable: they could prove to be an ally, or they could go mental without any warning. If, however, they're lawful, there's a good chance you can turn them over to your ways

Beautiful battle scenes should make for supremely exciting scraps to the death.



Unfortunately, it's not yet clear when we can expect *Ogre Battle 3*.

and shoehorn them into your gathering of wizards, knights, warlocks, witches, wyburns and landscape gardeners.

The cast of characters varies depending on who you manage to persuade to join your party, but some of the major battlers will be: Magnus Galand, leader of the Paradise Kingdom Army; Leah Silvis, his female counterpart; Diomedes Lang, a fast and agile sword fighter from Paradise Kingdom; Yumil Durmael,

the second prince of Paradise Kingdom; Richard Grendel, the Templar from Rodis, and Procas Durmael, the King of the Paradise Kingdom. Eventually you should also be able to mix human fighters with steaming great beasts like dragons.

Of course, *Ogre Battle 3* isn't just about role playing. Like its predecessors, it also chips in with a fair sprinkling of strategy gaming. This area is most likely the bit Nintendo have taken the keenest interest in as it's undoubtedly the most important part of the game. And with *Ogre Battle 3* consistently topping Most Wanted charts in Japan, Far Eastern videogamers certainly expect the fighting system to run smoothly. At the moment, two screens are used to sort out your legions – the main battle screen (viewed isometrically), and a side-screen of battle teams, from where you pick who you want to fight – and it all appears to work very well.

Oh, and that UK release date? Nope, it still hasn't been confirmed, but with a US debut now set for the autumn, there's just got to be a Blighty showing some time before Christmas...



Those boards in the top right and bottom left are a small portion...

Plenty of diverse locations to fight in.

Strategy elements come into play with these knights.



...of the huge great board from which you pick your battlers.



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EXCLUSIVE!

Death race

CARMAGEDDON 64

SCI	USA	1/2	UK	JUNE	USA	JUNE
-----	-----	-----	----	------	-----	------

With 30 levels, 23 zombie-mashing vehicles, 20 opponents and five different two-player modes slated for the finished version, *Carmageddon* still needs an incredible amount of work done to it if it's to meet its June release date.

We won't beat around the bush; the last version of *Carmageddon* we saw was, well, rough. It was also,

bizarrely, German and many of the zombies

that will appear in the UK version of the game were replaced by, er, *dodgily* animated dinosaurs. For its debut in Blighty, though, you can rest assured the zombies – whose limbs you can take off with a well-placed bumper – will be fully restored. As will the lush hires mode (the game will eventually be expansion pak-compatible) which made us all sit up and take notice a couple of months back. There will also be a widescreen option where non-pak owners will be able to play the game in all its sharply defined, knife-edged glory. Which is ace.



Mr Whippy-related mayhem? Count us in for some of that. Especially Martin.

Meaning there's still plenty to do, but lots of potential. We'll keep an eye on *Carmageddon* over the next few weeks. For the time being, though, here are a sprinkling of new screenshots.



See that car? Crush it! It'll explode. Nice. The visuals look nice and sharp. That 4MB, eh?

23 different vehicles to choose from! Here's two of them, then.



It's quick enough, yep. Just scrilly, that's all.

Quaker maker

QUAKE II

ACTIVISION	128M	1-4	USA	SUMMER	UK	SUMMER
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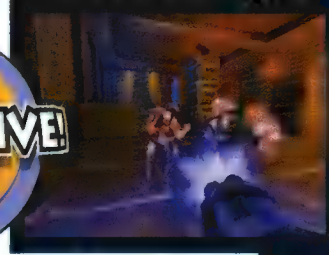
With original PC developers id having to okay *absolutely everything* to do with *Quake II* before N64 conversion specialists Raster and publisher Activision can as much as breathe, it's not been easy getting hold of new

shots of a game that promises to give *Turok 2* and *GoldenEye* a run for their money this summer.

But, such problems matter not to N64. Using a canny mixture of stealth and murder, we managed to secure these exclusive first shots of the game's much-vaunted multiplayer mode. And this is where *Quake II* will probably need to be strongest. After all, the one-player game's a direct conversion from the PC – and that lasts about as long as a sparkler. Despite reports that the game's difficulty will be upped, even run-of-the-mill N64 gamers will probably waltz through it in just a couple of hours.

The multiplayer game will feature a number of N64-specific deathmatch arenas but also a fair few of the PC

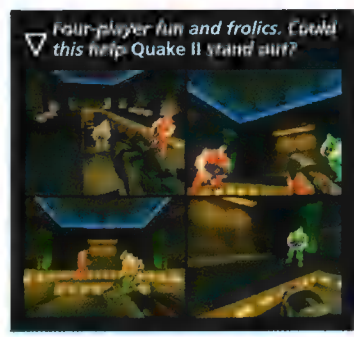
"Morning. Just wondering if you wanted some death?"
Feel the power of the revolving barrel, scum-sucking egghead.



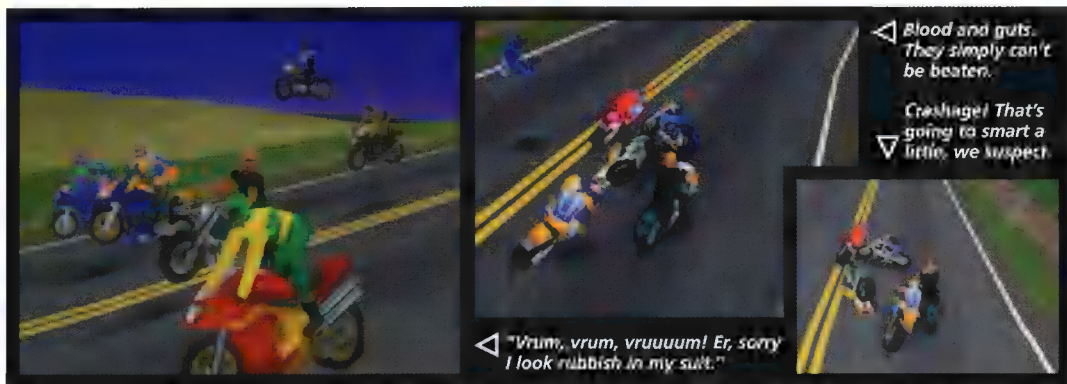
Don't expect Quake villains to be quite as intelligent as those in GoldenEye. Far from it.

battlegrounds. There will be a variety of play modes, including equivalents of *Turok 2*'s Flag Mode and *GoldenEye*'s License To Kill, and it's also pretty certain that the game will use the expansion pak to nicely round off those visuals.

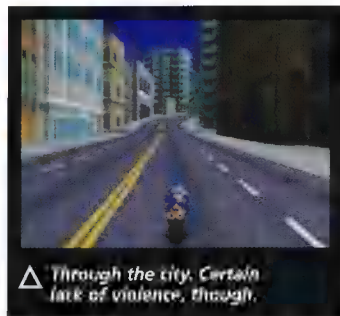
Playtest? We hope to get our hands on a version of *Quake II* in time for next month...



Four-player fun and frolics. Could this help Quake II stand out?



Bangers and rash



The first thing you notice about *Road Rash 64* is that it's incredibly violent. Or, at least, if you pull up next to an opponent and time that crowbar swing right it *can* be. Developers Pacific Power and Light have certainly gone to town on the weaponry, with chains, nunchakus, lead piping, a billyclub, cattle prods



ROAD RASH 64

T•HQ	128M	1-4	USA	AUTUMN	UK	AUTUMN
------	------	-----	-----	--------	----	--------

and tazers all available to wreak roadside havoc aplenty.

And, whilst the bone-snapping animations haven't yet been smoothed out, the potential for dangerous driving is massive: you can even grab a stick from beside the course (by swinging over, knee-to-floor) and wedge it into an opponent's wheels, leading to spectacular 50-foot cartwheels. And, if you're feeling dastardly, you can also reverse back over adversaries as they lay on the ground, sticking a billy club into them. Bit nasty, that.

Of course, there's some driving involved too. The number of tracks is yet to be confirmed but, instead of just using the engine they created for

okay-ish PlayStation outing *Road Rash 3D*, Pacific Power and Light have started this N64 version from scratch, incorporating the expansion pak, some super-advanced AI and up to ten different opponents on screen at once. Add to that the police cars trying to shunt you off the road, and *Road Rash 64* is certainly looking, and sounding, impressive.

The environments in these screenshots are a little deceiving, though; they're the first shots of the game ever released but they're actually taken from a very early version. And, whilst the expansion pak will be used to help build up the locations, it'll also come in handy where replays are concerned. Like *World Driver Championship*, those extra 4Mbs provide stacks of additional memory to replay races from start to finish.

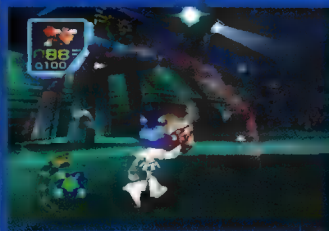
A multiplayer mode will also make the final game and, though the four different set-ups – Team Race, Gauntlet, Escape and Pursuit – are still being worked on, there should be plenty of variety. Especially where Escape is concerned: shortcuts suddenly come into play as you try to ward off the attentions of police, other players and cattle prods.

More details after America's games show, E3, in May.

An ear to the ground

The biggest news of the month has to be the confirmation by Nintendo that *Metroid* is being worked on in Kyoto, though not by Miyamoto. In fact, so big is the news, we've gone and stuck it in Planet 64, which starts on page 12. Have a gander at that for the first details.

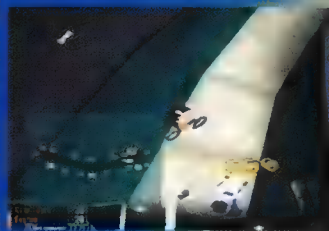
Meanwhile, *Hybrid Heaven* will definitely use the expansion pak. Konami are the first Japanese developer to confirm that they're making use of it with one of their games. Unconfirmed rumour? The game will also include a hi-res widescreen option, so that non-pak owners will be able to play the rattling good space yarn in all its PC-like quality.



Anyone remember *Jet Force Gemini*? Yup, the game Rare promised to deliver in March has now slipped to an "unconfirmed date" later in the year. Our guess is it'll appear just after next month's E3 games show in LA – around June/July time. We'll keep 'em peeled.

Going the way of *Robotech*, this month, is Psygnosis' *ODT*. The company itself is in a bit of a state with complicated financial going-ons hanging heavy over their heads. Even their PlayStation output has taken a knock, so all N64 development has been cancelled for the foreseeable future. Not much of a loss as far as *ODT*'s concerned. Shame about *F1*, though.

And, finally, *Paperboy 64* is still on – and we've got the first screenshot to prove it. Apparently you'll be able to play as either a paperboy or papergirl but other gameplay details are sparse. We'll keep you posted, we will.



Planet 64 Information Station is your one-stop-shop for tracking the release dates of unlicensed titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, we will include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

chart updates • release list
most wanted • most played

GAME Top 10 Official UK N64 chart

NEW! 1 FIFA '99 EA Released: 3/99 New entry Issue 26 83%	6 WCW/NWO Revenge T-HQ Released: 12/98 Last month's chart position - 3 Issue 22 75%
NEW! 2 Mario Party Nintendo Released: JMM New entry Issue 27 85%	7 Mario Kart 64 Nintendo Released: 7/97 Last month's chart position - 8 Issue 4 91%
3 Star Wars: Rogue Squadron LucasArts/Nintendo Released: 2/99 Last month's chart position - 2 Issue 25 85%	8 Turok 2: Seeds of Evil Acclaim Released: 12/98 Last month's chart position - 4 Issue 21 95%
4 The Legend of Zelda 64 Nintendo Released: 12/98 Last month's chart position - 1 Issue 24 98%	9 F1 World Grand Prix Nintendo Released: 10/98 Re-entry Issue 20 93%
NEW! 5 South Park Atari Released: 2/99 New entry Issue 25 73%	10 Virtual Pool Midway Released: 2/99 Last month's chart position - 5 Issue 26 77%
Top 5 Import chart Source: N/A Academy	3 Mario Party Nintendo • TAB Issue 27 - 85%
1 Smash Bros Nintendo • ACT Issue 26 - 90%	4 Rogue Squadron Nintendo • ACT Issue 25 - 85%
2 Zelda 64 Nintendo • RPG/ACT Issue 24 - 87%	5 Castlevania Konami • ACT Issue 27 - 81%

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 5. This voucher is valid from 20 April 1999 to 18 May 1999.

VALID FROM 20 APRIL TO 18 MAY 1999

N64 5 Most played	5 Most wanted	Readers 5 Most played	5 Most wanted
1 Duke Nukem: Zero Hour GT ACT Issue 28 • 90%	Perfect Dark Rare/Windmill ACT UK: Late '99 USA: Late '99	1 Legend of Zelda Nintendo ACT Issue 25 98%	Perfect Dark UK: August USA: August
2 Mario Party Nintendo TAB Issue 27 • 85%	Shadowman Acclaim ACT UK: May US: May	2 Turok 2 Nintendo ACT Issue 21 95%	Hybrid Heaven UK: Summer USA: Summer
3 Snowboard Kids 2 Atari RAC Issue 27 • 80%	Hybrid Heaven Konami ACT/RPG JPN: April UK: May	3 Star Wars: Rogue Squadron Nintendo ACT Issue 25 85%	Smash Bros UK: TBA USA: TBA
4 Smash Bros Nintendo FGT Issue 26 • 90%	Jet Force Gemini Rare/Nintendo ACT UK: April USA: April	4 F-Zero X Nintendo ACT Issue 22 91%	Jet Force Gemini UK: March USA: March
5 Zelda 64 Nintendo ACT/RPG Issue 24 • 98%	Banjo-Tooie Rare/Nintendo ACT UK: TBA USA: TBA	5 WCW/NWO Revenge Nintendo ACT Issue 22 75%	Shadowman UK: May USA: May

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
May			
A Bug's Life	Activision	ACT	US
Carnageddon 2	Interplay	ACT	UK
Duke Nukem: Zero Hour	GT	ACT	US/UK
Fighting Force	Crave	FGT	US
Hybrid Heaven	Konami	ACT	UK
Mystical Ninja 2	Konami	ACT	UK
Quake II	Activision	SHT	US
Rayman 2	Ubi Soft	ACT	US
Roadsters '99	Titus	RAC	UK
Shadowgate 64	Kemco	RPG	US
Snowboard Kids 2	Atlus	RAC	UK
Supeman	Titus	ACT	UK
Tonic Trouble	Ubi Soft	ACT	US/UK
WWF Attitude	Acclaim	ACT	US/UK

Game name	Publisher	Type	Country
June			
Jet Force Gemini	Rare	ACT	UK
Michael Owen's Soccer '99	Eidos	SPT	UK
Shadowman	Acclaim	ACT	US/UK
Star Wars: Pod Racer	LucasArts	RAC	US/UK

Game name	Publisher	Type	Country
1999/TBA			
30ixty	Cryo	RAC	UK/US
1080° Snowboarding 2	Nintendo	RAC	US
40 Winks	GT	ACT	UK
Aeon Flux	GT	ACT	US
Animaniacs Ten Pin Alley	ASC Games	ACT	US
Armorines	Acclaim	ACT	US/UK
Army Men: Sarge's Heroes	3DO	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Asteroids	Crave	ACT	US
Attack!	Midway	ACT	US
Battlezone	Crave	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Blues Brothers 2000	Titus	ACT	UK
California Speed	Midway	RAC	UK
Charlie Blast's Territory	Kemco	PUZ	US
Command and Conquer	EA	STG	US
Daikatana	Ion Storm	SHT	US
Destruction Derby	Psygnosis	RAC	UK
DethKaz	GT Interactive	RAC	US
Donkey Kong 64	Rare	ACT	US/UK
Dragonstorm	TBA	RPG	US/UK
Duck Dodgers/3rd Dementia	Infogrames	ACT	US/UK
Earthworm Jim 3D	Interplay	ACT	UK
Exhumed 64	Crave	SHT	US
Extreme Sports	Eidos	SPT	UK

Game name	Publisher	Type	Country
F-18 Super Hornet	Titus	SIM	UK
F1 World Grand Prix 2	Video Sys.	SIM	UK
Flights of the UN	Video Sys.	SHT	JPN
Half Life	Sierra	SHT	US
Harrier 2001	Video System	SIM	US
Harvest Moon 64	Natsume	RPG	US
Hercules: Legendary Journeys	Titus	ACT	US
Hydro Thunder	Midway	RAC	US
Hype: The Time Quest	Ubi Soft	ACT	UK
In Fisherman Bass Hunter 64	Take 2	SPT	US
Gauntlet Legends	GT	ACT	US/UK
Gex: Deep Cover Gecko	GT	RAC	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Legion X	Hudson	ACT	JPN
Loderunner 64	Infogrames	ACT	UK
Looney Toons Space Race	Infogrames	RAC	US/UK
Madden 2000	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Mario Golf	Nintendo	SPT	JPN
Metroid 64	Nintendo	ACT	JPN
Mission: Impossible 2	Infogrames	ACT	UK
Monster Truck Madness	Rockstar	RAC	US
Montezuma's Return	TBA	PLT	US
Mortal Kombat: Special Forces	GT	ACT	US
Mother 3	Nintendo	RPG	JPN
Mud Monsters 4x4	Take 2	RAC	UK
Need for Speed 64	EA	RAC	US
Neon Genesis Evangelion	Bandai	FGT	JPN
NFL Blitz 2000	Midway	SPT	US
NFL Quarterback Club 2000	Acclaim	SPT	US
NHL Blades of Steel 99	Konami	SPT	US/UK
NomenQuest	T*HQ	RPG	US
Nuclear Strike	T*HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Onegai Monsters	Bottom Up	-	JPN
Perfect Dark	Rare	SHT	US/UK
Picture Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Premier League Game	EA	SPT	UK
Rainbow Six	Red Storm	ACT	UK
Rampage Universal Tour	Midway	ACT	US

Game name	Publisher	Type	Country
Rat Attack	Mindscape	ACT	UK
Ready to Rumble	Midway	SPT	US
Resident Evil 2	Capcom	ACT	JPN
Rev Limit	Seta	RAC	JPN
Riviera	Acclaim	RAC	UK
Road Rash 64	T*HQ	RAC	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Ronaldo Soccer	Infogrames	SPT	UK
Rugrats	T*HQ	ACT	US
Shadowgate Rising	Kemco	RPG	US
Shadowman 2	Acclaim	ACT	UK/US
Smash Bros.	Nintendo	ACT	UK
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	US/UK
StarCraft	Nintendo	SLG	US
Star Wars Episode I: Racer	Nintendo	ACT	US
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tazmanian Express	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
Thrasher Skate and Destroy	Take 2	SPT	UK/US
Top Gear Rally 64DD	Kemco	RAC	ALL
Toe Jam and Earl	GT	ACT	UK/US
Triple Play 2000	EA	SPT	US
Turok 3	Acclaim	ACT	UK/US
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
Unreal	GT	SHT	US
Velocity	Acclaim	RAC	US
War: Final Assault	Midway	ACT	US
WCW Game	EA	ACT	US
Wild Metal Country	DMA	ACT	UK
Winback	Koei	ACT	JPN
World Driver Championship	Boss Games	RAC	UK
Worms 2	Team 17	PUZ	UK
Xena: Warrior Princess	Titus	ACT	US
X-Men	Activision	ACT	US
Zool	Imagineer	RPG	JPN

*working title only

KEY			
ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TBA	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes! And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.



PLANET 64 INFORMATION station Top 5 vote n' draw

My five most played games are:		My five most wanted games are:	

Name

Address

Postcode

Game wanted

Are you the best multiplayer gamer in the country?

THE GREAT MULTIPLAYER EXTRAVAGANZA

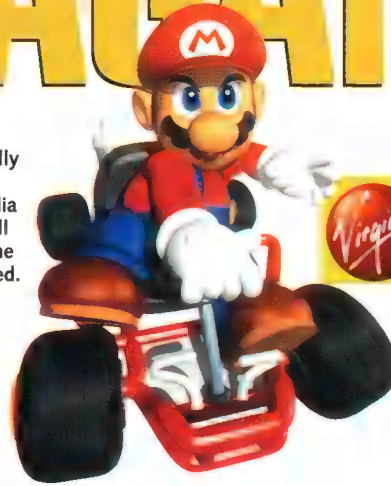
Right. Sorry about this, but we've had to change the *Turok 2* challenge just a bit this month, as it appears that you don't actually get a stats screen when you finish the first level. Soooo, you're going to have to play right through the first level – the Port of Adia – and then get to the first save point on level 2, the River of Souls. And we'll need you to video your whole performance, right up to the stats screen at the save point, that shows how long it's taken you to do it. So no photos allowed.

Eh? What's this all about? Well, we want to find the best multiplayer gamer in the country – could it be you? Do the business on the tasks over the page and you could indeed be among 20 lucky **N64** readers who will be invited to compete for an engraved **N64** trophy on the 3rd of June in London's Virgin Megastore – the world's biggest entertainment store, and a gaming paradise, stacked, as it is, wall-to-wall with all the latest releases. We'll have full details of the big day in the next issue. Get challenging!

In association with



MEGASTORES



THE CHALLENGES

Attempt as many or as few of the following challenges as you like. They're easy to learn but hard to master, and the closing date for entries isn't until May 24th, so you've got plenty of time to brush up on your skills. Follow our tips, devise your own strategies, beat the

target scores using your own unique playing style, but don't forget – no Action Replay codes or cheats other than the specific ones allowed for the *Turok 2* and *GoldenEye* challenges (which have changed ever so slightly this month). The top five gamers in each category (that's 20 of you all together) will be invited along to Oxford Street's famed Virgin Megastore on the 3rd of June to do battle with each other and us. To the death. There can be only one.



TUROK 2

Challenge	Complete Level 1, The Fort of Adia, in the quickest possible time. Cheats allowed!
Time to beat	30 minutes!
How?	Enter "bewareoftheweasandrat" in the cheat screen to switch on invincibility, all weapons and infinite ammo. You can try it without the cheats if you want, but you won't win unless you're a genuine <i>Turok 2</i> god. Start a new game and zip through the first level as fast as fast could be. Apologies to all those who have been trying it on level 1. This is the last change we'll make.
Top tip	• Fair as it may be to rip large holes in the evil Endbratis, the key to victory is not to waste any time juggling anything that isn't directly in your path. The only time you absolutely have to kill things is in the Flesh Portal at the end.
Proof	Play through the first level, and get to the first save point on level 2 – we'll need a video of the entire thing, so we can see your performance AND the stats screen at the save point.



GOLDENEYE 007

Challenge	Highest accuracy on Hunter 2. Must kill at least 60 guards. All weapons and infinite ammo allowed.
Score to beat	250%
How?	Once you discover the delights of the automatic shotgun, you open up a whole world of ludicrous accuracy scores. The shotgun fires five pellets for each single pull of the trigger, so a theoretical maximum of 500% is possible. And in the unlikely event that you manage to use the magnum to line up six or more guards with every shot, there's no limit to your maximum accuracy. Get killing!
Top tip	• If a guard does the old 'slow painful death' routine, you're laughing – stand over him and empty as many shots as you can into his body before he vanishes. They all count. • Use the last video camera (in the control room) to set all the alarms off. • And apologies for not mentioning this last time, but you must escape alive. And you definitely cannot shoot one person with the shotgun, and 59 more with a rocket launcher. That's cheating. Complete that mission without any explosives!
Proof	We want to see a video of your entire performance, as it's the only way to prove that the ammo and weapon cheats are the only ones used. Mark your score on the video label.

MARIO KART

Challenge	Best time for Bowser's Castle.
Time to beat	2:21:00
How?	Bowser's Castle is one of the slowest and best courses in the game. Every corner is a right angle, calling for total mastery of the turbo item. And then there are the Throats, the narrow bridge, and the spiral tower to contend with.
Top tip	• The best place to use your mushroom boost is across the big stretch of grass in the castle courtyard. • Use the power of the Secret Corner Turbo around every single bend. • Hop to regain your racing line if you skid too much at the start of the rope bridge.
Proof	A photo or video of your records screen.

F-ZERO X

Challenge	Best time for Devil's Forest 2.
Time to beat	1:40:00
How?	If you haven't given Devil's Forest 2 a good going over in Time Attack mode yet, now's the time to start. The dotted section of the track is a real killer if you take it too quickly, and by the time you reach the last corner you'll be down to your last sliver of energy. At least, you will be if you've made the most of your turbo on the smooth bends. A frighteningly challenging course.
Top tip	• Don't use your boost too close to a speed-up arrow – it's a waste of energy. • Set your craft for slightly more grip than you would normally use in a time trial, to help prevent you flying off the track. • Dip the nose down every time you catch some air – it's as good as a boost!
Proof	A photo or video of your records screen will do fine.

Send your photos and videos to:

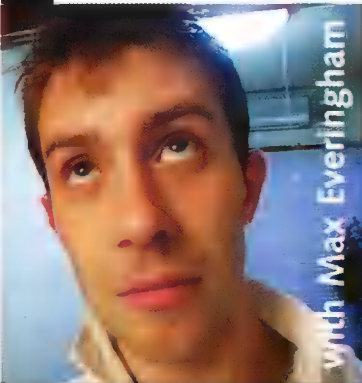
Multi Towers,
N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

Rules

- You can enter as many of the challenges as you like, as many times as you like.
- Only PAL games are acceptable. No import machines.
- Entries must be accompanied by the appropriate evidence.
- THE CLOSING DATE HAS CHANGED! It's the 24th May. All entries to be in by then.
- Open to UK residents only. Sorry.
- The editor's decision is final.



日本製



with Max Everingham

MADE IN JAPAN

Max this month gets to grips with some sumo wonderment. But – shock! – no sooner has James left N64 than Max is off as well. (To America, the lucky git.) So, prepare for something new starting next month...

The fat sat on the mat

It's time for sumo wrestling... again! *O-Sumo 2* is here!

Oh yes, my friends, it's rumble time again: fat men in nappies everywhere may lift their heads and voices to the heavens and rejoice. The most aptly-named developer in the history of naming things aptly, Bottom Up, are bringing those earth-shattering behemoths back into a living room near you, with *O-Sumo 2*.

But not actually your living room, preferably – that sand gets everywhere, after all – but to your mates living room, say, so you can grapple and tussle to your hearts delight without incurring so much as a scraped knee. For the uninitiated, it may seem a bit weird that I keep banging on about a sport that is, let's face it, principally enjoyed only by Japanese people in Japan. But catching a quick glimpse of it on Channel 4 really doesn't do justice to the more impressive aspects of this sport.

Pay a bit more attention and it soon becomes apparent

that these lads: 1) are very tall, 2) are very heavy, 3) move surprisingly quickly, 4) have a slightly crazed look in their eyes, and 5) don't ever, ever smile.

Of course, they don't smile because they're not allowed to. Why? Well, rule 236.2 of the Rikishis Gurabuberutochukudaun rulebook forbids aspiring wrestlers from such frivolity, carrying the mandatory penalty of three months jockstrap-washing duty for all offenders.

Anyway, what I'm getting at is that the whole roadshow can be frighteningly enjoyable. Get this: top wrestler Akebono is 6' 8" tall and weighs 232kg, which, for those who

can only think in old money, is 36 stone, 8 pounds. 36 stone! Then, there's Takanonami, who is 6' 5" and weighs 173kg (31 stone, 8 pounds!) and recently retired Konishiki, who tipped the scales

▽ *O-Sumo. Fun for sumo fans: Not necessarily anyone else, though.*



△ *"Hello, kids. One day, if you eat enough, you can be as fat as me."*

and just about anything else he leant on, at 275kg (50 stone! – or about the same mass as a small bungalow). Fat? You wouldn't be saying that if you weren't 8,000 miles away. These people could bury you with one slap.

Tragically, Chiyotakai (top Sumo wrestler) does not make an appearance in Bottom Up's *O-Sumo 2*, but then he doesn't have to – you can just make him up yourself in the vastly-improved character edit mode, which is now even *more* detailed. All of which means, if nothing else is right in the world, you've at least got sumo. Ah, wonderful.

Fanzine harm

There's nothing like a bit of imagination but one 37-year-old Japanese woman incurred the almighty wrath of Nintendo, this month, after an unusual spot of creativity.

As it turned out, her Pikachu fanzine wasn't so much an account of the fluffy adventures of the yellow-skinned one, but more about his slightly dodgy 'after dark' activities. Needless to say, Nintendo weren't impressed about their favourite Pokemon being involved with slightly unstable men and women of questionable morals. The old bill raided her flat, confiscated everything she'd ever collected Pokemon-wise, and then Nintendo told all and sundry that she'd "breached copyright and destroyed the dreams of children." Nasty business, especially for Pikachu.

Neer clear

Imagine Interactive have decided to stop making N64 games unless they really think they have a bit on their hands. Instead, they will concentrate their resources on producing educational interactive games.

The company expect to post losses of over one billion yen by the end of March this year – which, you know, isn't pocket change – so the plan is to do single ports from successful titles, as well as still producing Game Boy games, and any N64 ones which they can be reasonably certain will bring in the cash.





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 LAP 1/3 1st
 TOTAL TIME 000:02:79
 LAP TIME 000:37.03
 TOTAL RECORD 000:00:00
 BEST LAP 000:05:76
 LAP 1/3 1st
 TOTAL TIME 000:22:58
 LAP TIME 000:15:53
 SPECIAL: AN SCENE RECORDED
 RECORDED RECORDED
 LAP 1/3 1st
 TOTAL TIME 000:25:23
 LAP TIME 000:23:46
 TOTAL RECORD 000:00:00
 BEST LAP 000:05:76

△ Grass? Pah! That is of no consequence. Plenty of background detail and the sky looks great.

WORLD DRIVER CHAMPIONSHIP

The N64's best racer yet? You better believe it. Come and join the fast show...

World Driver Championship
BOSS GAMES/MIDWAY/THE

	Summer		1/2
UK version Summer			



LAP 1/3 1st
 TOTAL TIME 001:07:53
 LAP TIME 001:01:76
 TOTAL RECORD 000:00:00
 BEST LAP 000:05:76

△ The full replay mode. Godamit, you can watch every single minute of your race.

The handling is sensitive, but just as tasty as TGR's.
 ▽ Industrial! Too many fumes mean an orange sky.

LAP 1/3 1st
 TOTAL TIME 001:23:33
 LAP TIME 001:20:25
 TOTAL RECORD 000:00:00
 BEST LAP 000:07:03

GTI 550
 TEA
 △ Select your team. Phantom? That'll do nicely thanks very much. Yup.

Instant replay

Want to see yourself in action? *World Driver* lets you relive your finest moments...

Nicked from *Gran Turismo* – and used in just about every other racer since – the replay mode in *World Driver* allows you to watch your entire race through from start to finish. Especially handy when you've done well, not so pleasing when you've crashed and burned (though said misfortune does provide some wheel-free viewing of the highest order).

This is probably where the expansion pak is likely to come in. Whilst that 4Mb will no doubt help to streamline the visuals, they will also provide a warehouse-sized amount of extra space for replays, allowing you to watch every race from start to finish, rewinding and fast forwarding as you please. Sounds like nothing special in the light of *Gran Turismo*, eh? Well, consider the fact that *GT* came on a disc – a format that offers around 18 times the storage space of carts – and it seems all the more impressive, does it not?



△ Less than 50% of the world's population would developers be without it?
 △ Make it for like Andrew's ▶
 among this. Unlikely.



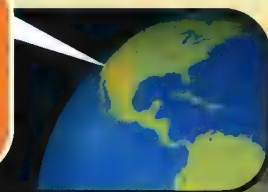
CUSTOM

If the main event doesn't take your fancy, there's always a build-it-now-you-want Custom mode, allowing you to lump together your own choice of cars and tracks. The game also offers you the chance to compete in either a traditional arcade race season, or a Time Trial mode, where you can try to beat course records across a number of tracks using different cars.



WORLD DRIVER CHAMPIONSHIP

N64's Special Investigations can take us all over the world. To get a glimpse of Boss' brilliant new racer, we had to fly to California.



Anifty handbrake turn and a canny piece of acceleration might have seen *V-Rally* displace *Top Gear Rally* as the ultimate N64 racing game (not counting genius Formula One sim, *F1WGP*, obviously). But Boss' hyper-realistic and cunningly hard arcade racer will always have a special place in the hearts of N64 players. Bland? Mmm, maybe. Exciting? Oooh, yes.

Surprisingly, though, Boss weren't altogether happy with the mechanics of *TGR* – surprising, because its faults lay almost entirely in its inability to

make any of its locations look interesting, *not* in the way it played. After some thought, they decided that for their next entry into the N64's four-wheeled hall of fame, they'd strip their first attempt down to its barest of bare bones and start all over again.

A year and a half later, *World Driver Championship* – previous name: *GT World Tour* – is almost here, and looking absolutely ace.

With a nod to PlayStation driving behemoth, *Gran Turismo*, *World Driver Championship* is team-based racing, with players able to choose



HEAVY LOAD

Just like the recent *Top Gear Overdrive*, *World Driver* has an option to play in delicious hi-res without an expansion pak. The sacrifice you make is that you belt around the track in 'letterbox' format. The actual game plays exactly the same, but you just get less of *World Driver's* luscious scenery to gawp at. If you have got an expansion pak, there will hopefully be the option to play the game, full screen and all, in hi-res but incredibly Boss haven't even begun to research the possibilities of using the pak. The game already looks pretty tasty without it, but the thought of playing *World Driver* in hi-res should be something to look forward to. Speed, handling and 640x480. *Gran Turismo*? Sorry, never heard of it, mate.



Viva Las Vegas!

Gambling? Haven't got time for that. It's foot to the floor time...

This first stretch of Vegas makes for some fun-filled driving: the 90° turn in the first tunnel requires a nifty handbrake turn, while the city sections before it are a perfect opportunity for your CPU opponents to start getting aggressive. Which they do. Notice also the dotted route; this is the first of the three alternative routes, not yet available to you. You can see a little of them from the road but further on in it's anybody's guess where they go...



△ Just entering the city now. Speed up to 115kmh and cruising.



△ Windmill. Oh, and hand brake turning as well. Good driving!

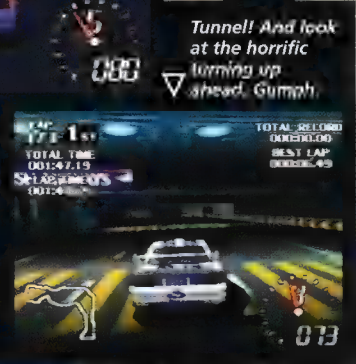


△ Want to really feel the speed? Switch to first-person for optimum thrills.



△ Skyscrapers mean you're about to head straight into the Las Vegas molting pot. Mmm.

△ Accelerate away - notch up a tidy 95 - and you're sorted.



△ Tunnel! And look at the horrific turning up ahead. Gumph.

Whilst *World Driver* rattles along in the default behind-the-car view, the speeds are really upped once you switch to first-person. Not only is there stacks of background activity and absolutely no slowdown at all, but closer to the road, the scenery whizzes by at such a speed that it's sometimes difficult - as it would be if you were ripping up the road at 200mph in real life - to react quickly enough. Additionally, you also have at your disposal a handy, behind-the-car view that you can flick on to check who's behind you.

from one of 33 fully licensed cars. Competitions take place across a series of world locations and there are ten tracks in total. Winners have their wallets filled with oodles of cash - which helps when it comes to upgrading your vehicle - and prizes, while losers... well, they get nowt. The ten tracks are spread across the globe, with fun-filled resorts like Hawaii, Sydney, Rome and Las Vegas all getting the nod; and New Zealand, Zurich, Lisbon, Kyoto (Nintendo Japan's HQ!!), French town Les Gets (pronounced 'Lay Gay') and the mysterious Black Forest rounding it off nicely.

Each track also has three different routes, rather like *GT64* - and, more

but the three-tracks-in-one approach isn't merely an attempt to fool you into

VISUALS ● **World Driver is looking incredibly good, with an enviable marriage of stylish handling and spanking visuals. It's up there with GT.**

recently, *XG2* - which only open up when you've completed a certain amount of the game and notched up a certain level of success. Until then, they're blocked by obstacles. Naturally, there are also reverse and mirror courses to keep interest levels high,

thinking the game has more courses than it actually does. In *GT64*, the extra routes seemed like a disappointing afterthought - long stretches of barren road, or a couple of so-so turns - but in *World Driver* there's plenty more to get excited about, with miles of extra road unfurling

Team me up

33 cars, eight racing teams and an absolutely fantastic challenge mode...

As in most driving games, *World Driver* begins with only the bare minimum of vehicles. However, polish off various tracks, start raking in the cash and you can start to upgrade. Additionally, you can also give the game's unique challenge mode a good going over.

Starting off as an inexperienced driver, and choosing one of two job offers laid on the table, you must work your way through the ten courses and various *TGR*-style seasons, notching up as many first places as you possibly can. The more successful you are, the more

tinkering the racing team can make to your car, eventually leading to a completely new, and vastly superior, vehicle. Once you start making your name, you'll also begin to attract the attentions of the bulkier, more illustrious racing

teams, who will offer you positions with them, leading to bigger bucks, better cars and more champers. Your ultimate goal remains the same, though: to become the number one ranked driver in the *World Driver* Championship.

AFTER EIGHT

One of *Top Gear Rally's* most obvious problems is that you only ever had three other cars to race against. *World Driver* attempts to put this right with seven other race teams battling for first place on the podium, each with completely individual AI. At the moment, when there are more than four or five cars jostling for position, the game slows down a little, but the frame rate is one of the things Boss are currently working on, so expect that to be sorted out fairly sharply. In the final version, CPU opponents will also be super-aggressive. Gulp.



Coming round the last bend and entering the tunnel. Should be a spicy finish, especially as we're ripping it up in first place.

At your first race, each car is listed on the scale at the bottom, there.

Once you've won a few races, you get offers from better teams. Like *Gran*

before you. Best of all, though, the hidden sections of the track get harder the further into the game you get meaning, even with an intimate knowledge of the main course, you won't find it easy.

As you'd expect from the developers behind *TGR*, the handling in *World Driver* is superb. Forget the sky-high leaping of the *Rush* games, the twitchy ineptness of the *Cruis'n* twosome, or the promising but flawed lack of realism that set *Top Gear Overdrive* apart from the rest, *World Driver* comes complete with a beautiful 'gliding' feel. Admittedly, analogue control takes some getting used to, but it's certainly a far more believable (and far preferable) approach to high speed racing.

Tanking it along at 200mph, you'd expect handling to feel sensitive, and that's exactly what it does feel like in Boss' newbie. There's some margin for error, but not too much, meaning the game also lasts a lot longer: you can't just cruise through a game of *World Driver*. Like *TGR*, it takes tonnes of practice.

Additionally, the various cars – all 33 of them – actually do feel quite different. There's not a huge change – not so that it's like starting all over again – but the various racing teams' approaches to car tweaking does quite successfully come across. Nicely.

The question everybody wants to know, though, is whether it'll batter *Gran*

Turismo into the ground, and the answer is... well, it's difficult to say at the moment. Currently, *World Driver* is looking incredibly good – with an enviable marriage of stylish handling and spanking visuals – but, if we're being painfully honest, it doesn't quite offer the scale of *GT*, especially when you consider the PlayStation game had almost twice as many vehicles on offer. But, then, we'd rather have perfect analogue control than a stash of extra cars and, comparing the two games, it soon becomes apparent that *World Driver* is right up there with *GT* for sheer racing brilliance. All of which means racing fever is almost upon us. Vroooooom...

TAMARA WANTS TO HATE HERSELF
FOR LOVING HIM. All Keith want
is a spanking gorgeous Pot Noodle



POT NODDLE POT NOODLE ARE REGISTERED TRADE MARKS

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N64 presents



planet

THE BIG REVIEWS THIS ISSUE!



LOONEY TUNES

page 43

Will Sylvester ever get his claws in that bird? Find out inside!



V-RALLY

page 43

You'll laugh. You'll cry. You'll yawn.

GAME BOY



NEW... AND TIPS FOR YOUR GAME BOY... CAMERA AND PRINTER

WIN!
A BRAND NEW GAME
with your GB Camera pics



Game Boy on Game Boy action

LINK-UP!

Get the most out of your machine, with four of the best link-up games around.

PLUS!



GB FINAL FANTASY

Classic retro RPG action from Square. We take a close look at the history of handheld *Final Fantasy*. Pixies ahoy!



planet GAME BOY CONTENTS

Welcome to Planet Game Boy

Aaaaand so we're back up to 16 pages, here at Planet Game Boy. Truth is, we could have probably stretched to 60 pages, it's *that* busy. But, no. As Martin will explain in our huge Planet Review section this month, there are tonnes of games, but only a select few are deserving of our five-star flowering.

One of which will undoubtedly be Rare's *Conker's Pocket Tales* which – finally – is set for release in June. Though, if Rare prove as difficult to pin down with *this* release date as they have been with *Jet Force Gemini*, it might not be advisable to hold your breath. What is certain is that *Pocket Tales* will come with that remarkable Rare sheen – some of which is clearly visible in our preview of *Conker* on page 42. Have a look. It's impressive.

Another exciting development is the new *Metroid* game, currently hush-hush at Nintendo HQ in Japan. Quite when we'll see the first shots is anybody's guess, but it's further proof that the Game Boy is well and truly flying again. If you needed any proof in the first place, which you don't. Er, yep. Enjoy the issue!

Tim Weaver, Editor

planet GAME BOY

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Issue 3, May 1999

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GAME BOY FOR TWO

How to link up your GB, and what you ought to play.

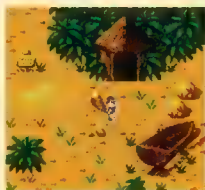


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PREVIEWS



Rumblin' Game Boys and delayed Rare supergame.



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REVIEWS

The good, the bad and the plain old ugly. Check out our reviews and avoid those turkeys.



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PLANET RETRO SPECIAL THE FINAL GAME BOY FANTASY

Reissued Square magic. A retro round-up of handheld *Fantasy*.



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TIPS AND SCORES



Unlock *Zelda's* new secrets and find every seashell.

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GAME BOY GALLERY

Freaks, mutants, murderers and cats.



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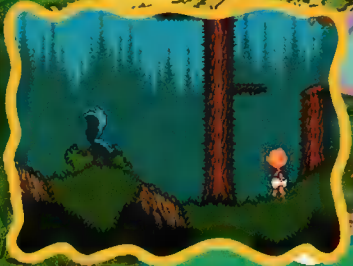
An adventure for anyone who's ever worn nappies.



OUT
5th
MARCH

NICKELODEON
PRESENTS

THE Rugrats MOVIE



COMPATIBLE WITH

GAME BOY

GAME BOY
COLOR

Official Nintendo Magazine Jan. '99

'The best Color
Game Boy game yet.'

nickuk.com

www.rugratsmovie.com



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GB FOR

How to get connected with other Game Boy users, and why you definitely want to.

Playing on the World's littlest console needn't be a solitary experience, you know. Long train journeys are perfect for sustained attacks on your *Tetris* high scores, but you'll find that the time goes by a lot quicker if you have a game link cable and a like-minded fellow traveller to share the experience with.

Connect two Game Boys and you've got a two player setup of the highest order. All you need is the software to go with

it. Sadly, some multiplayer modes are quite obviously just tacked on to a single player game, looking like they took all of ten minutes to design and program. They're just there as a hopeful selling point for a sub-standard cartridge, but don't despair – there are more than a few priceless multiplayer classics available for your miniature bundle of fun.

This month we've been trying out some of the best of them, swapping monsters and building lines like there's no tomorrow.

Getting started

Playing multiplayer games on your Game Boy is simplicity itself. You'll need the following ingredients:

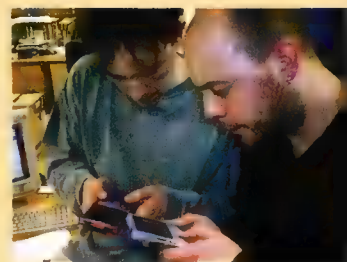
- 2 Game Boy consoles (any flavour will do)
- 2 Game paks
- 1 Link cable
- 1 Friend

The first thing to bear in mind is that different Game Boys have different link sockets. The original fat GB has a big socket, and the Pocket and Color models have smaller ones. The GB Color's socket is capable of sending data much faster than either of the older versions, but it's still compatible with all the games.

You'll need two copies of the same game. Not too much of a problem if you just want to play *Tetris*, since there are more copies of that pak in the world than there are people.

Link cables are available everywhere for around £7. If you own a Game Boy Printer, you can use the cable from that to link up two

small GBs, or one small and one fat model. If you want to link up two fat ones, you'll need an older version of the link cable. Clear? You can plug the link cable into the consoles all you



time, so you won't damage your machine if you accidentally pull the cable out in the middle of a game.

Finally, you need another person to play against. Chances are, you've already got that far if you have the Game Boys and cartridges. Take a link cable with you wherever you take your Game Boy, because you never know when you'll meet a complete stranger just itching for a thrashing at *Tetris*.



TWO

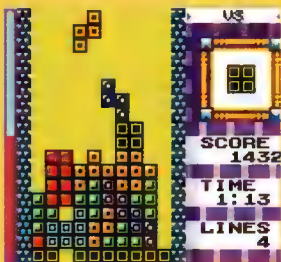


GB on GB action

Our four favourite Game Boy link-up games, at their best with two (or more) players. We've rated them according to just how much we think of them as a multiplayer experience

Tetris

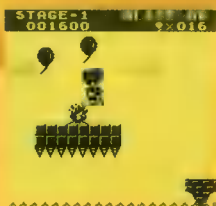
The Great Granddaddy of GB multiplayer games, it's ordinary *Tetris*, simple and addictive, turned into an utterly brutal piece of head-to-head combat. Getting two lines adds one to your opponent's screen, three lines adds two, and a tetris adds the full four – complete with a satisfying sound effect. No *Tetris* match is complete without a conceited chuckle from the victor, and appropriate hand gestures. Just be careful, because the length of the link cable means you're always well within punching range should your crushed opponent choose to lash out.



Most bizarrely, in the original *Tetris*, a scrap between Mario and Luigi, the winner gets to boot the loser off a dock. Mighty fine Italian plumber-style justice. *Tetris DX* has sadly lost this feature, but the option to brush up your skills by playing against 'virtual' versions of your friends when they're not around, is ample compensation.

MULTIPLAYER MAYHEM RATING
POTENTIAL TO SPARK ACTUAL FISTICUFFS

5
Considerable



Balloon Kid

This somewhat obscure platformer is unusual in featuring backwards forced scrolling (from left to right). In the one player game, you can run along on the

ground to pick up power-ups, or you can float by holding on to two balloons. It handles beautifully, and the multiplayer game is a forgotten classic.

Balloon Kid

SINGLE PLAY
VS BALLOON TRIP

©1990 Nintendo

The object is to pop your opponent's balloons by landing on top of them or by bumping them into a spike. It's devilishly tricky, since avoiding the spikes is difficult enough without having to worry about the other player trying to force you into a corner or jumping on your head. Frantic stuff, and well worth seeking out at your local second hand games shop. You should be able to find a copy for under a tenner.

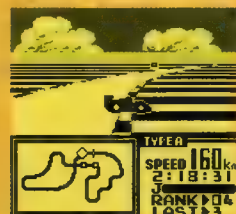
MULTIPLAYER MAYHEM RATING
LIKELIHOOD OF EXTREME SWEARING

4
Fair

F1 Race

The first, and, to our knowledge, only Game Boy game to cater for more than two players. It comes with a unique four way adaptor, allowing simultaneous Grand Prix driving action with up to four cars, any number of which may be controlled by the computer or by real, living humans!

The graphics are about as basic as you can get, but when you've got four people sitting in a circle (the design of the four way adaptor



demands that you sit facing your opponents), each trying to hold a perfect racing line around the challenging circuits while avoiding any contact with the other cars and the

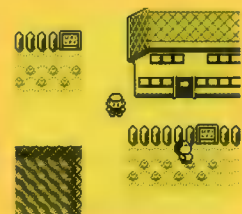
trackside objects, it's great fun. A rather good party game, assuming you have access to the requisite number of Game Boys and cartridges. A brand new copy of *F1 Race* only costs £10, although we wouldn't really recommend it as a solo game.

MULTIPLAYER MAYHEM RATING
POTENTIAL FOR MUCH GLOATING

4
Excellent

Pokémon

As great as the one player collecting and battling is, the essence of *Pokémon* is in its two player mode. The only way you'll ever get all 150 monsters is by trading with your friends, since some of them are exclusive to either the Red or Blue version of the game. And the only way you'll ever find out just how tough your level 68 Venusaur really is, is by pitting it against your mate's level 70 Snorlax.



When you swap a monster with a friend, you lose it forever. If you've spent a while nurturing the creature, packing it up in a Pokéball and waving goodbye to it can be quite a tear-jerking experience. At

least you have the comfort of knowing that wherever that Pokémon goes, no matter how many times it's swapped and traded in the future, your name will be forever attached to it as its original trainer. Quite marvellous. *Pokémon* will finally hit these shores in October, so reserve your copy now.

MULTIPLAYER MAYHEM RATING
POTENTIAL FOR TEARS BEFORE BEDTIME

5
Extreme

Pokémon Pinball

From: Nintendo Link-up: No Colour: Yes Date: Autumn

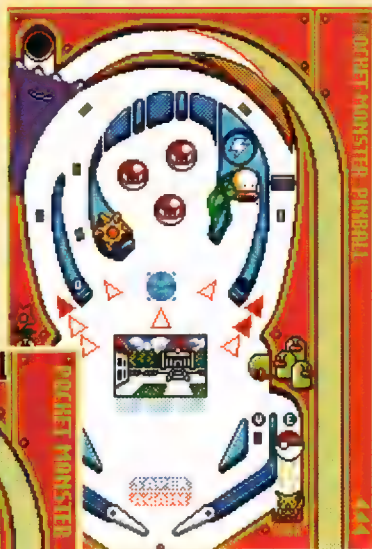
This is pinball with a difference – the cartridge comes with a built-in rumble pak, making the Game Boy jiggle around in your hands when you hit the bumpers.

Pokémon Pinball looks like it will play very much like *Kirby's Pinball Land*, except with Pokémon characters instead of Kirby and his helium-filled chums. Naturally, the thing you'll be flipping around the table is a little red and white Pokéball, and we certainly expect to

see a few Pokémon special attacks make an appearance.

Pikachu's in there of course, so *Pokémon Pinball* is guaranteed several hundred thousand pre-orders in Japan. We'll keep you up to date with any developments regarding a UK release, but with the official Pokémon launch now looking likely to be in September, the only way you'll be able to get your hands on the world's first vibrating Game Boy pak, for the time being, is on import.

▶ Always use a blast of electricity to send the ball flying back up the table.



▶ The picture in the centre changes for some reason.



▶ Yes indeed, it's a rumble pak in a cartridge.



Super Mario Bros

From: Nintendo Link-up: No Colour: Yes Date: Summer

It's the title that started it all. Back in 1985, *Super Mario Bros* was the most original and playable game around, and now a new generation of gamers will get the chance to see just how well it's aged.

Super Mario Bros is a direct conversion of the popular NES original, with the only difference being the size of the screen – since the same higher resolution sprites have been used, the GB version shows a smaller portion of the playing area. The game plays exactly the same though: all the sneaky hidden shortcuts and warps are in there and it's got the same controls, speed and music.

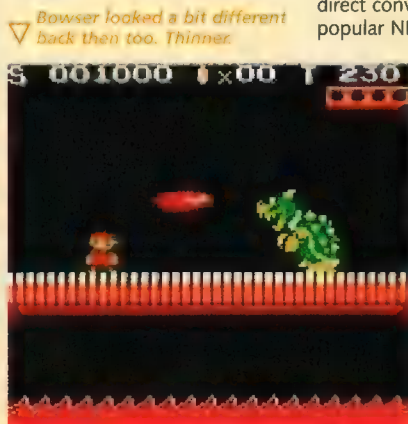


▶ One of the most influential games of all time. It inspired hundreds of clones, none of them half as good.

It might not be the SNES *Super Mario World* conversion we were hoping for, but who in their right mind would turn their nose up at a bit of Shigsy magic on the Game Boy? We're looking forward to falling in love with it all over again some time this summer.



▶ Warp pipes, hidden bonuses, coins, different routes; Mazza invented the lot.



▶ Bowser looked a bit different back then too. Thinner.

Duke Nukem

From: GT Link-up; No Colour; Yes Out: May

Duke's back! Yay! This being his first Game Boy Color outing, he's keen to impress, and we'd have to say that his new platform shoot-'em-up is looking rather tasty.



Spread over 16 levels, the game features a squat, cartoony Duke, and plenty of alien pig things. Unlike *Zero Hour* on the N64, Game Boy *Duke* has an acrobatic backflip to enable him to escape the clutches of the evil mutants – since it's essentially a game along the lines of *Contra* or *Turrican*, athleticism has a far bigger part to play than in any of the previous Duke Nukem adventures.

Graphically, it's looking clean and sharp, which is always a bonus. We're not too sure about the massive status display at the bottom of the screen, but hey – a guy's gotta store his ammo somewhere, right?



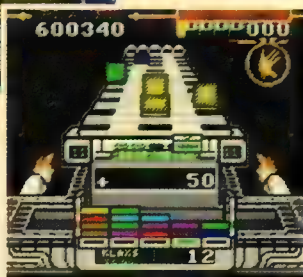
Now this section reminds us of the old Green Beret arcade machine.

Green boss thing. Give it some Duke-style pummeling action.



Survival, abstract graphics. There are several different tables.

Another blue block would be most welcome right now.



Klax

From: Midway Link-up; Yes Colour; Yes Out: April

Klax, the successful Atari coin-op puzzler from the late 80s, is about to become one of the first in a new wave of games incompatible with the countless millions of fat Game Boys and Game Boy Pockets.

As a Game Boy Color-only title, *Klax* can take advantage of the more powerful processor in the new machine. The object of the game is to make lines of coloured blocks by

catching them on a little *Pong*-style paddle and dropping them in the right order into the bins below. If you get the wrong block coming towards you, you can flip it back up the 3D table to buy a little extra time. Skilled players can juggle several blocks at a time, dropping them into the bins at the right moment to get a massive combo score.

Klax should hit the shops later this month.

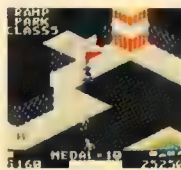
720°

From: Midway Link-up; No Colour; Yes Out: April

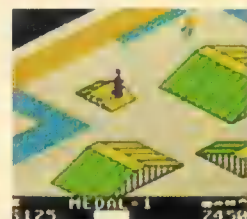
Anyone remember this one from the arcades? It was the most impressive-looking coin-op around at the time, putting its home conversions to shame with its pin-sharp graphics and silky movement.

Squeezed onto the little GB Color screen, *720°* actually looks like the best conversion of the game to date. It's a simple skateboarding game, where the aim is to rack up points by pulling stunts on the *Marble Madness*-style tracks. Control was via a trackball in the arcade version, but the GB's precise D-pad should allow for a fairly decent emulation of most of the original tricks and moves.

Unfortunately since *720°* requires a fair bit of processing juice, it isn't compatible with older Game Boys, so Classic and Pocket owners will have to upgrade in order to get a bit of tasty retro action. Get saving, folks.

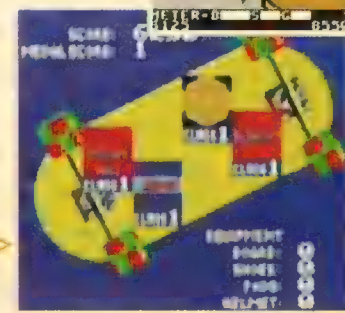


Earning points pays for access to different skate parks.



Should get some serious speed off that ramp.

It doesn't have the arcade machine's looks, but it's okay.



PREVIEW

Conker's Pocket Tales

From: Rare Link-up: No Colour: Yes Out: April

Just time for one last look at Rare's first self-published game before it's finally released later this month. *Conker's Pocket Tales* is a miniature version of its missing-in-action N64 big brother, starring the cute squirrel of *Diddy Kong Racing* fame.

The voluptuous Berri, a fluffy animal of indeterminate species, has

planned a surprise birthday party for Conker, the only rodent she's interested in. But when she wheels out the surprise birthday cake, a giant Evil Acorn jumps out, swipes all the presents, and takes Berri away to its secret acorn hideout. It's Conker's job to sort out this sorry mess.



Horrendous plot aside, *Conker's Pocket Tales* should be something rather special. Rare don't do things by halves, you know, and this huge *Zelda*-like action RPG, set in a number of different environments, from pyramids to Wild West ghost towns, looks like being an essential purchase. Review next month!



△ There are some great looking locations in here.

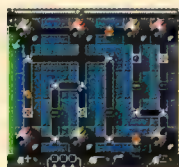
△ The time Rare are spending on getting the game looking top notch is paying off...

△ ...but we're getting impatient waiting for them to finish it.

Finished in time for next month? Hope so!



Logical



From: Sunsoft Link-up: No Colour: Yes Out: Now

In the old days, the trendy kids at school brought in tabletop electronic games on the last day of term, whilst the more intellectual ones plumped for a nice bit of Connect 4 or Ker-Plunk. At least, that's how we remember it.

The most intellectual game of all was *Downfall*, a vertical lump of blue plastic dotted with dials and filled with marbles, the object being to get all the marbles to the bottom. Now, thanks to Sunsoft, 90's kids can combine the electronic and the intellectual parts, with



Logical, a kind of solo Game Boy version of *Downfall*.

Here the aim is to get a certain number of marbles to the end of one of 99 horribly tricky courses within a tight time limit. This is done by rotating the dials

to line up paths for the coloured balls to fall down. The further you get, the more complicated the courses, with one-way sections, dead ends, and special marbles. *Downfall* was never this difficult.

From: Kemco Link-up: Yes Colour: Yes Out: April

Mad Magazine's bungling black and white spies will be making an appearance on the Game Boy later this month, in a special colour-only enhanced version of their 80s two-player classic.

As far as we can recall, the original *Spy vs Spy* made a big splash on the Commodore 64 in around 1985, with an NES update following a couple of years later. This new GB version features the same madcap espionage action, with new levels and mission objectives. The object of the game is to find a certain number of spy-type things before your rival does, making sure you foil his plans by leaving booby traps and generally sneaking lower than a snake's belly.

There are 32 stages, with nine screens in each one, and provided you've got a retro enthusiast friend who's into the whole *Spy vs Spy* thing, it'll last you ages.

They look more like penguins than spies. Pencil sharpeners, maybe.

Spy vs Spy



Five Star Scoring

A simply fantastic game, and an essential purchase



Well worth a look, this is an excellent title.



Some problems, but almost certainly good fun.



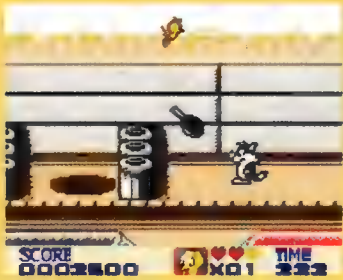
Slightly flawed and not worth bothering with.



Utterly lamentable. Avoid like the plague.



REVIEW



Looney Tunes

From: Infogrames Price: £30 Save: Password Link-up: No Colour: Yes Out: Now

Infogrames are certainly making prolific use of their Warner Bros licence, and this is definitely the best game to come out of it so far.

Much of *Looney Tunes* is a blatant rip-off of the *Mario* series, right down to the block-butting and the exaggerated inertia when you change direction. There are so many different characters to mess around with, though, that it feels much more original than it ought to. Each character has their own stage, complete with boss, and there's even a shoot-'em-up section with a beautiful parallax scrolling background, to provide a break from all that platforming.

Some of the stages are a bit on the short side though, and it probably

won't take all that long to blast right the way through it. But there's plenty of fun to be had along the way, with Taz, Daffy, Bugs and the gang.

Best of all, you get to play as Tweety, and you're free to dive-bomb him into the ground, whack his head against dustbins, and fly him straight into the vice-like jaws of the neighbourhood cats. Sadly, the resulting Tweety-ripping isn't shown on screen.

We like this game. It's big and pretty, even if it isn't exactly difficult, and it's a fine demonstration of the power of the GB Color.



V-Rally



From: Infogrames Price: £20 Save: No Link-up: No Colour: Yes Out: Now

Not the kind of game you'd expect to work well on the small screen, is it? You'd be absolutely right, of course, because in *V-Rally's* transition to the Game Boy, it's gone and lost all the things that made it one of the best driving games on the N64.

The huge selection of tracks and cars has been slimmed right down to the bare bones, and it doesn't handle remotely like its big brother.

Instead of sliding round corners, the cars stick to the road like they're on rails. Occasionally there's a hazard such as a rock or another car to avoid, relieving the tedium for a moment before returning to a mindless slog through the barren terrain. We've seen more sophisticated driving games in *Retroworld*.

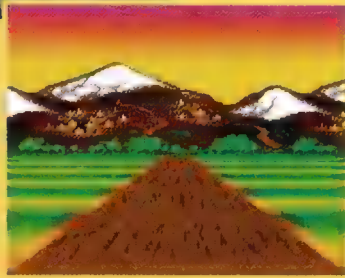
The cars are nicely animated, particularly on the selection screen, which is doubtless where all the storage space on the cart went. A few more backgrounds, tracks and little extras wouldn't have gone amiss, but nothing could have saved *V-Rally* from mediocrity, short of rewriting the game code and giving



the cars decent handling (or any sort of handling at all, for that matter).



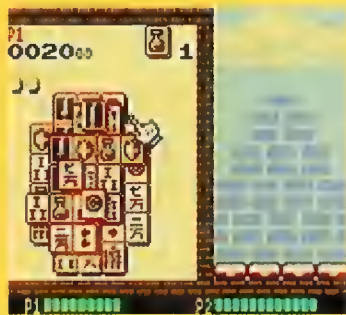
...the car is...
...the car is...
...the car is...



Shanghai Pocket

From: Sunsoft Price: £20 Save: No Link-up: Yes Colour: Yes Dat: Now

This is the kind of thing Bruce Lee might have played to relax in between intensive head-cracking sessions, assuming he'd survived long enough to own a GB.



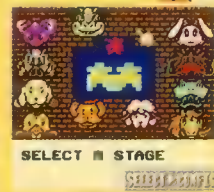
A life without games? Unthinkable as it may be, back in the old days people had to make their own entertainment. And, unless you were Bruce Lee, cracking heads was rarely an option. Crazy times.

Shanghai Pocket would have solved a lot of problems back then. The therapeutic properties of matching the little Oriental symbols and watching the on-screen pile of tiles disappear could have calmed even the twitchiest of martial artists.

There are three variations to choose from: Shanghai, which is a race against the clock to clear the tiles from 12 boards based on Chinese horoscopes, and two versus modes: Kong Kong and Gold Rush.

Played against the computer, it's a strange experience: little doggy faces stare at you from above the board; clouds smile and rain bricks and tiles are added and removed, seemingly at random. Play it against a friend, and at least there'll be two of you in the dark.

Ideal train journey entertainment then, and when the rules of the game finally click you'll have the pleasure of feeling immeasurably superior to all your fellow travellers.



A Bug's Life

From: DisneyT•HQ Price: £20 Save: Password Link-up: No Colour: Yes Dat: Now

In terms of looks, *A Bug's Life* resembles a colourised version of the hideous *Oddworld Adventures*. In terms of gameplay, it's almost as frustrating.

Switch on the cart and you'll be treated to a flashy digitised intro sequence, showing the Disney and T•HQ corporate logos flying around in chunky 3D. Why? Who in their right mind wants to buy a game where half the cart is taken up with pointless, irritating animations?

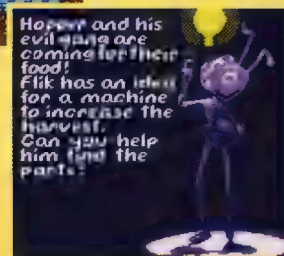
Especially when the game is this feeble. It's a platform game with no 'feel' to it. Let go of the



D-pad and your character, Flick, stops dead as soon as he reaches the end of his current motion cycle. Rubbish. Fall in a tiny puddle, get hit by an enemy, drop off the wrong ledge, and Flick falls in a crumpled purple heap. There's no

margin for error, and no real skill required to finish the game, just a tedious matter of trial and error.

Not that many people will bother. If you're ever given a copy of *A Bug's Life* by a games-illiterate relative as a birthday present, punch them in the face and demand they cough up the receipt too.



Yes, believe it or not, there was a time when your humble Game Boy played host to the role-playing shenanigans of the mighty *Final Fantasy* series. Well, sort of.

THE FINAL GAM

It was a dark day for Nintendo RPG fans when Japanese company Square announced that they wouldn't be continuing their *Final Fantasy* series on the N64, but on the PlayStation instead. "Not enough room on a cartridge" they said. "Storytelling requires loads of pre-rendered FMV" they said. "The N64 can't handle it!" they said. "Rubbish" we said, pointing to the fantastic SNES games and especially the quartet of wonders they'd produced for the Game Boy. They didn't notice, but under our breaths we were quietly chanting "the fools".

1		HUMAN	M
2		HUMAN	F
3		MUTANT	M
4		MUTANT	F
5		CLIPPER	
6		REDBULL	
7		WERERAT	
8		ZOMBIE	

▲ Unlike the usual *Final Fantasy*, in *FFLegend I* you get to pick and name your party at the beginning of the adventure.

can spot plenty of similarities between *SaGa* and *Final Fantasy*. Turn-based fighting using a menu, building a party of warriors up from nothing and strong storylines are all here but, then again, stuff like this is common to about 98% of all Japanese role playing games, anyway. What does tie in these games and, more specifically, make them great Square RPGs are the strength of their stories and the imagination of their settings. Remember as well that none of these carts are more than 3MBits in size! You couldn't get a title screen for that these days.

▶ The combat gets slicker with each game but *FFLegend II* takes the crown.

If the truth be told, *Final Fantasy Legends I to III* and *FF Adventure* aren't really *Final Fantasy* games at all. When they appeared in Japan (the first, way back in the mists of 1989) the 'Legend' series went under the moniker of *Magic Warrior SaGa* while the more action-oriented *Adventure* was known as *Seiken* (literally 'Holy Sword'). Look closely, though, and you

can spot plenty of similarities between *SaGa* and *Final Fantasy*. Turn-based fighting using a menu, building a party of warriors up from nothing and strong storylines are all here but, then again, stuff like this is common to about 98% of all Japanese role playing games, anyway. What does tie in these games and, more specifically, make them great Square RPGs are the strength of their stories and the imagination of their settings. Remember as well that none of these carts are more than 3MBits in size! You couldn't get a title screen for that these days.



The Final Fantasy Legend

The graphics may be primitive, and the music the usual round of bleeps and bloops, but there's a surprisingly rich story buried in the first of Square's Game Boy RPGs.

After selecting your party from a nearby Guild you set out to reach the top of a great tower where,

supposedly, lies paradise. On each level of the tower is a different world and this is where the adventurers get caught up in all the game's different stories.

Despite the simple graphics and the slightly episodic nature of the story, there's a fantastic amount of variety and imagination in *The FF Legend*. Although showing its age now (even for a GB game) it's still a great adventure.



▲ The graphics are certainly sparse. You can't tell if these monsters are girls or boys. They should have bows on.

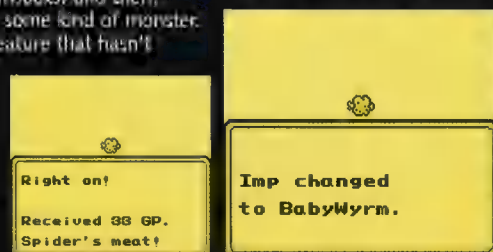
▶ You certainly have to use your imagination in the battles.



EAT THE MEAT!

One, frankly disturbing, aspect of the *Final Fantasy Legend* games is the way certain characters can eat the remains of their fallen enemies (handily displayed as Flintstones-style drumsticks) and then, sometimes, evolve into some kind of monster. Just be thankful it's a feature that hasn't made it to the world of photo-realistic FMV.

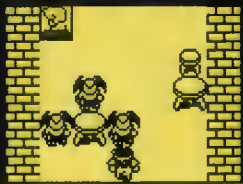
▶ Chomp down on the tasty flesh of your vanquished foe and you might just change into something great.



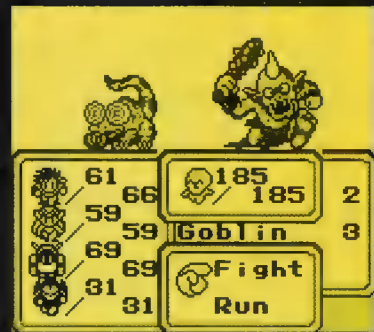
FONDLY REMEMBERING THE BEST GAME BOY GAMES EVER

The price of legends

Amazingly enough, all the Square Game Boy RPGs were released in the UK (all the more incredible when you realise that we never got any of the SNES Final Fantasy games) but you'd have to be pretty lucky to find any of those original carts now. Thank goodness then for opportunistic software company Sunsoft who, spurred on by the success of *Final Fantasy VII* on the PlayStation, snapped up the rights to all the titles and re-released them in the States last year. A quick phone call to Sunsoft's UK offices revealed that although they have no plans to officially release the games here, UK shops are free to import the carts (Game Boy games not having all that PAL/NTSC stuff to worry about) and sell them here. Which explains why we've seen these RPG classics cropping up in our local Electronics Boutique very recently.



A long time ago, the Statue of Hero wore armor.

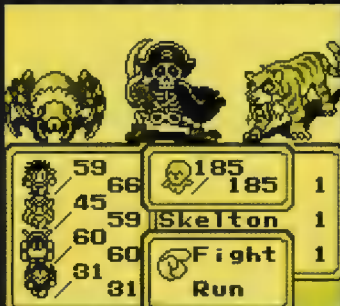


THE BEST GAME BOY GAMES EVER

The Final Fantasy Legend II

If you're to believe the experts, *FF Legend II* is the crowning glory of role playing games on the Game Boy despite starting out with a typical 'young hero on a quest' storyline.

In structure *FF Legend II* is similar



to its predecessor. The main storyline is heavily broken up into sub-stories as you search for your missing father and solve the riddle of the Magi stones but the graphics are sharper and the combat has been tweaked until it shines.



△ If Square know what's good for them they'll release colour versions.

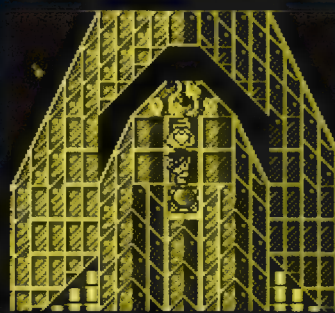
◀ Even on the big FF games you can't have robots, monsters and mutants in your team.



The Final Fantasy Legend III

It's certainly more like a proper *Final Fantasy* with a less fragmented storyline and even a combat screen where all the characters appear facing the enemy.

With a complex time-travel tale to tell, *FF Legend III* isn't quite as imaginative as *II* but it's still a fantastic purchase.



Somewhat like the third Star Wars movie – *Return of the Jedi* – *FF Legend III* certainly improves on its older siblings in the glitz and glamour stakes but in the end proves to be not quite as satisfying. In game terms



◀ *FF Legend III* definitely sports a more cosmic storyline.

Final Fantasy Adventure (aka Mystic Quest)

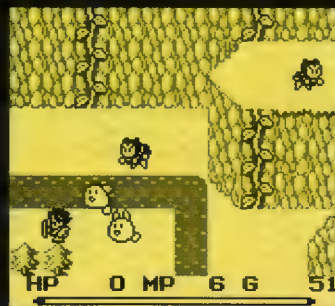
Uh-oh. This is where it really starts to get confusing. Whereas the *Legend* games are more traditional role players with stats and menus, this is an action-RPG pretty similar in style to *Link's Awakening*, overhead view, no menus and plenty of puzzles.



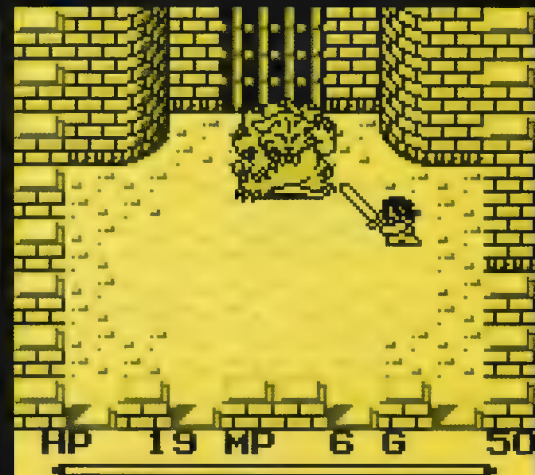
Do you know a girl with the secret of the Tree of Mana?

If the setting and some of the roaming monsters look familiar to you, then you've probably already sampled the delights of its Super Nintendo sequel – *Secret Of Mana*. Originally it went under the name *Mystic Quest* but it was eventually tied into the *FF* Game Boy series.

Zelda apart, this is the best action-RPG you can get on the GB. The quest is long and involving and the controls are easy to get to grips with.



△ The blobby looking things are Rabites. Cute and cuddly but prone to smacking you around the chops.



Legend of Zelda LINK'S AWAKENING

SECRETS REVEALED!



SECRET SEASHELL LOCATIONS

Finding the 20 seashells you need can be the most frustrating thing about the game. When you think about it, most of them are pretty obvious, and there are six spare just in case you miss some. If you're utterly flummoxed, here are some brief directions, in no particular order. Stop reading NOW if you don't want to spoil the fun!

Face Shrine

Exit the Face Shrine from the corner room that leads you into the rapids. The treasure chest contains a shell.

Face Shrine

Move a statue in the Face Shrine. Follow the steps to find the shell.

Ghost's House

After you return the ghost to his grave, look under a pot in his house.

Kanalet Castle

When you've got the rooster, fly over the long pit south of the castle.

Mabe Village

Dig in the kennel attached to Madame Meowmeow's house.

Mabe Village

Hidden in the big square of bushes on the screen below the shop.

Martha's Bay

Under the bush on the island south of Martha's Bay.

Martha's Bay

Cut down a bush across the bay from the mermaid statue.

Martha's Bay

Dig near the owl sign north east of the mermaid statue.

Mysterious Forest

Use the Power Bracelet to get to the shell in the southern part of the forest.

Near Key Cavern

On the island close to the Key Cavern.

Near Key Cavern

Charge the tree near the phone booth west of Key Cavern.

Richard's Villa

On the left side of the secret passage.

Seashell Shrine

Go to the shrine when you have five shells to pick up a freebie.

Seashell Shrine

Go to the shrine when you have ten shells for another freebie.

Tail Cave

Bomb through a cracked wall to find the seashell on the other side.

Tail Cave

Pegasus charge the tree west of the Tail Cave.

Tal Tal Mountains

At the end of the mazy system of caves.

Tal Tal Mountains

Pick up a rock across the bridge to the east of the egg.

Turtle Rock

Fall through the west pit in the room with Hinox to land on a ledge. Go north to find a shell in a treasure chest.

Ukuku Prairie

After defeating the Moblins on the screen with all the smooth stones, pick up a rock and you'll uncover a sea shell.

Ukuku Prairie

An X marks the spot north of the Key Cavern

Ukuku Prairie

Cut down the buses east of the Seashell Shrine.

Ukuku Prairie

Go to the opening near the ghost's grave, and dig in the space surrounded by plants.

Ukuku Prairie

On the plateau east of the Key Cavern, dig near the owl sign.

Yarna Desert

Lift the boulder on the Eastern edge of Yarna Desert.

STEAL FROM THE SHOP

Pick up an item, but rather than taking it to the counter and paying for it, run in circles around the shopkeeper until he faces in the opposite direction then run out of the door. However, everyone in the game will call you Thief afterwards, and if the shopkeeper sees you again, he'll zap you with a bolt o' doom. (Thanks to **Richard Horsefield of Wokingham** for that one)



LEARNING THE SECRET OF GETTING INTO THE COLOR DUNGEON

Finding where the new dungeon is in the colour version of *Zelda* can prove to be tricky as it doesn't appear as part of the game's story. Once you've found the Pegasus Boots a trip to the library just outside Mabe Village will reveal a book, just out of your reach, high on a bookcase. A quick dash into the shelves will cause the book to drop to the floor where you can discover just how to uncover the new level.



GAME BOY CAMERA

● CHANGE SPEED

On the title screen where Mario dances, you can speed him up or slow him down simply by pressing up or down on the D-pad. This also works on the 'sporadic vacuum' face on the view screen, and in the credits.

● FLIP STAMPS

Hold A while placing your stamp until the image flips over.

● RUN RUN RUN GAME

Defeat the final boss in the Space Fever game. Then shoot the question mark that appears the next time you start a game. This will allow you to access the disturbing Run Run Run hurdles game.

● PRINTER MESSAGE

Hold the feed button and switch the printer on to reveal a hidden message.

● WILD FRAMES

On the screen where you are offered the choice to print or cancel, press select and you can give your picture an extra large Wild frame, featuring your favourite Nintendo characters.

● PRINT DJ SONG SETTINGS

Enter DJ mode and press select to bring up the sound1 screen. Hold start and press A to print the current song settings.

HIGH SCORES

We want your scores for your favourite Game Boy games. Whatever you've been playing lately. How about the mini-games on the GB Camera, for example? Did you know that there are secret pictures to be won for the B album if you do well enough? Go on, try it. And while you're in a score-getting mood, let us know how well you've done on Game & Watch Gallery's *Vermin*, *Helmet* and *Chet* games.

TETRIS DX

40 Lines (level 0)

2:23 Simon Parsons, Bicester
2:33 Geoff Coppins, Herne Bay
3:06 Ollie Minns, Horsington

Ultra (level 0)

12,799 Simon Parsons, Bicester
12,125 Ollie Minns, Horsington
11,489 Richard Fenwick, London

Marathon (level 0)

399,465 Ollie Minns, Horsington
271,155 James Devlin, Oxford
221,450 Michelle Selley, Rochdale

Marathon (level 9)

461,963 Simon Parsons, Bicester
449,209 Leigh Madden, Hull
372,110 Gayle Deane, Warrington

POKÉMON (import)

144 monsters owned
Jon Davies, Wallingford
103 monsters owned
Barney Dean, Bournemouth
77 monsters owned
Carl Stubbs, Edinburgh

GAME & WATCH GALLERY

Donkey Kong

401 Barney Dean, Bournemouth
320 Paul Ockwell, London
97 Us!

Parachute

689 Barney Dean, Bournemouth
433 Alison Marpeth, Consett
357 Colin Dunn, Preston

Scores wanted

Send your high scores to Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St., Bath, BA1 2BW. Alternatively, send an email to n64@futurenet.co.uk. International fame and recognition awaits.

WARIO LAND 2



△ Wario will have to negotiate this spooky level to get back to the castle.

▽ Sweet dreams, fat boy. Brrrr.



● FLAGMAN DD MINI-GAME

Achieve a 100% game status with all treasure and map pieces to get a bonus game after the final level.

● EXTRA STAGES

Here's an excellent tip for you! Lazy players can open up some extra levels by doing nothing at all! At the start of the game, just let Wario have

a lie in for a couple of minutes. Don't touch any of the buttons, and when Wario starts to dream, the stage will end. Wario will be carried away by the baddies and then dropped into an alternative night world.

BUBBLE BOBBLE PART 2

● LEVEL SELECT

Enter [Triangle to right]5[Triangle to right]V as your password. Push start, then press Up or Down to choose the starting level you want.

DONKEY KONG LAND 3

● SHEEPY SHOP

At the title screen press Up, Up, Down, Left, Right to get the Sheepy Shop mini-game when you start.

Game Boy Gallery

WINNER!

Ryan Medlock, Cobham

Entitled 'Uh?', Ryan's portrait of a spooky, cat-bothering Lakitu was one of the more restrained entries we received. Good work.



Use your artistic talents for fun and profit.

What an artistic bunch you lot really are. We had an overwhelming response for our first Game Boy Gallery (postponed from last month), and it seems like there's no depth to which you won't sink to humiliate your loved ones.

We've been sticking your pictures all over the office, where your vacant eyes and psychotic expressions serve as a constant reminder of what life might be like should N64 Magazine ever relocate to Trowbridge. Keeps us on our toes.

Anyway, here's a selection of our favourites, including Ryan Medlock's cat, which, since it was one of the few entries that didn't remind us of some of our own relatives, wins a shiny new Game Boy Color. Keep sending them in – next month, we'll give a hot new release game to the sender of the best one.

Send us your freaks

Pets, family, household objects and strange things you found in the street but didn't really want to touch. We're hungry for Game Boy Camera pictures of them all, and

we've got a brand new GB game to send to whoever comes up with the most imaginative one.

Get printing, and tell us what game you'd like if you win.

Send your pictures to: Game Boy Gallery, Planet Game Boy, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.



EVERY MONTH – ONLY WITHIN THE PAGES OF N64

David Teixeira of New Zealand sent in three of his finest creations.



The results of Prozac on the troubled psyche.



Fair comment there, from Ben Merry of Dorset.

We decided not to send him a prize, because there's already enough ugliness in this cruel world.



The sender of this pic is currently detained at her majesty's pleasure.



Self portrait, by James McLaughlin of Leeds. Nice ears.



Karl Everett needs blood. Don't we all?



The unfortunate results of failing to wear sufficient sun block. That's a nasty swelling.



"Hallo! It is me, Tommi Aarela from Finland. I am liking making your V-signs, no? Ja!"

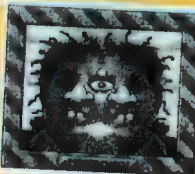


Not even the presence of Pikachu can beautify this effort from Luke Slater.

Kevin Seenev. Not entirely pleasant.



Lee Fletcher of Halifax sent this prime piece of family abuse. You're for it now, pal.



Exactly which body part did Simon Tribbeck use to make this freak? Revolting.



James Canton from Chepstow is the person responsible for this.

Very X-Files. Tom Leaper was the man behind the lens.



Mark Kent. Getting busy on a mutilation tip, homies. That's one dope mutant, bro.



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N64 ARENA

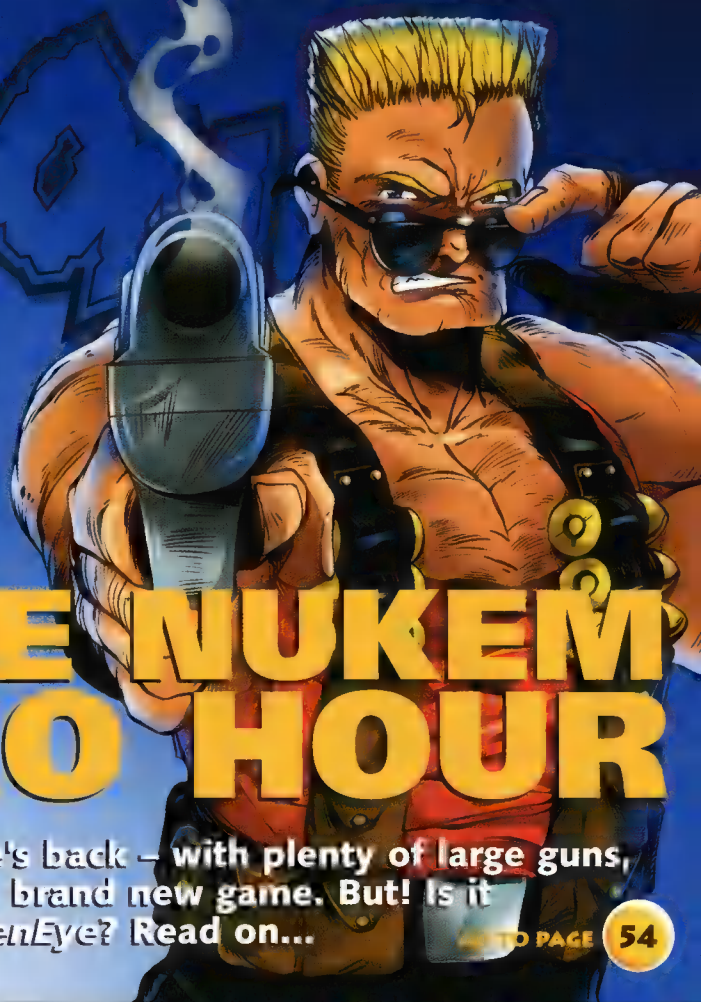
MAGAZINE



DUKE NUKEM ZERO HOUR

Hurrah! The Duke's back – with plenty of large guns, wisecracks, and a brand new game. But! Is it better than GoldenEye? Read on...

GO TO PAGE 54



N64 ARENA

MAGAZINE

HOW IT WORKS

Team 64 are gaming experts. They can play games and finish them, make definitive judgements and write it all down in a clear and entertaining way.



Guide to scoring

Because N64 carts are so expensive, we won't award our Star Game until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

85% and above



Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.

84% - 70%

If we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.

69% - 50%

Every so often there comes along a game that's perfectly playable but just isn't special in any way, and simply doesn't make good use of the N64.

49% - 20%

Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.

19% - 0%

The disaster zone. There have been a couple and we've not shied away from telling you the whole truth about them.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics. Does the game reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off?

9 MASTERY

How well does the game make use of the incredible hardware?

9 LIFESPAN

You'll want weeks of play but does the game peter out prematurely?

VERDICT

How much fun is this game going to give you? Look to the left to see how this works.

ALL STAR BASEBALL

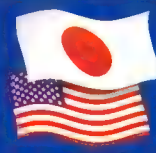
Balls! (And bats, and men.)

GO TO PAGE **62**

VIGILANTE 8

Drive - and shoot!

GO TO PAGE **64**



IMPORT ARENA

The games they're playing in America and Japan.

SNOWBOARD KIDS 2

Them pesky kids are back, slipping and a-sliding their way onto your N64.



GO TO PAGE **68**

CALIFORNIA SPEED

Why, if it's not one of the very worst driving games we've ever played!

GO TO PAGE **72**

LODE RUNNER 3D

Ancient puzzle game updated in snazzy 3D shocker!

GO TO PAGE **73**

SMASH BROS

We take a look at the US version of Nintendo's mint beat-'em-up!

GO TO PAGE **74**

HARVEST MOON 2

Fancy some top-hole RPG farming? Look no further!

GO TO PAGE **76**

Team 64

Good old Duke Nukem, eh? Fair makes Andrea go weak at the knees, he does. And his new game, Zero Hour, isn't half bad, either, with lots of guns, vile aliens and utter carnage. He's a stylish fellow, too, including recognisable in his shades and vest, and so, while we're all a bit too lumpy to wear just vests, we might well try for the Duke's complete 'look'. FYI, we all 'looked' like usual eating, though. Especially Tim.



Martin Kitts

Martin loved his sunglasses so much that he was later seen wearing them as he emptied a suitcase full of small, wet packages into the quarry. So we had to shoot him.

Game of the month: Harvest Moon

Andrea Ball

"Actually, these sunglasses are quite nice," explained Andrea as they slipped easily off her nose. "A bit eighties but, then, I didn't even realise we were in the nineties until last week." So we had to shoot her.

Game of the month: Snowboard Kids 2

Wil Overton

Wil doesn't actually need sunglasses to make him look cool. Why's that? "Well, my lard-soaked hair is a prized relic in the kingdom of the Bald Trouser Gnomes. I'm like a god to them."

Game of the month: Harvest Moon

Jes Bickham

Jes has been growing a beard this month. When asked why, he replied "Well, once I get it down to my knees, I'm going to turn my head around so it looks like I've got a lovely, flowing mane of hair."

So we had to shoot him. Game of the month: Vigilante 8

Justin Webb

Little devil Justin was a bit bored this week, so he went to the cinema to see The Exorcist. He could be heard chuckling "oh, dad, you are a one" to himself throughout the showing.

So we had to shoot him. Game of the month: Baseball

Pete Travers

New boy Pete didn't realise he'd have to pose like a twit when he joined the mag, and protested loudly at such behaviour. But we soon dragged him down to our level. And shot him.

Game of the month: Lode Runner 3D

Tim Weaver

"Actually, now I'm Editor, I don't have to partake in these photo shoots," said the obviously mental Tim, who has started wearing slippers and a silk cravat into the office to demonstrate how much higher up the social ladder he now is. So we had to shoot him.

Game of the month: Duke Nukem

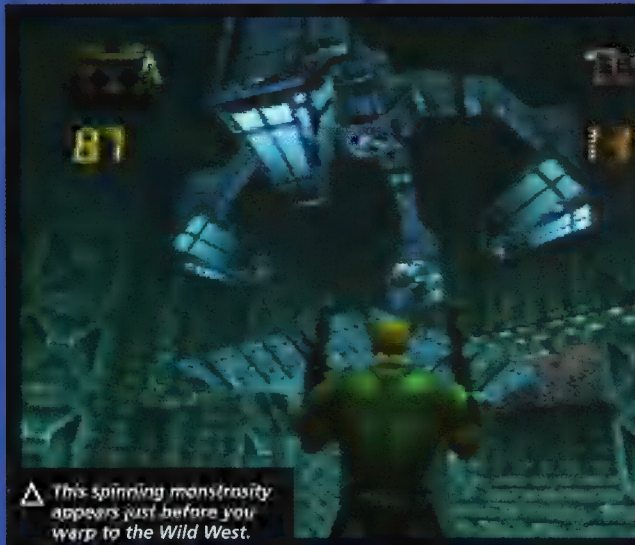
Paul Edwards

It was Paul's birthday last week. He celebrated by trying to phone everyone in the UK within a 24-hour period. By 7pm he was frothing at the mouth and laughing uncontrollably.

So we had to shoot him. Game of the month: California Speed

PREVIOUSLY IN N64

We did a comprehensive Future Look at Duke in N64/26. 'Mint'.



△ This spinning monstrosity appears just before you warp to the Wild West.



△ We don't remember zombies featuring in our Victorian history lessons.



▽ Only a fool stands with his back to the Duke. For all sorts of reasons.



Duke Nukem: Zero Hour			
GT			
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Your face, your ass – what's the difference?

DUKE NUKEM ZERO

If you've ever been told to "Come get some" before being blown to smithereens by a sawn-off shotgun, or had your entrails emptied onto the floor by a man who's ordered you to "Hail to the King, baby", chances are that you've been witness to one Duke Nukem at work.

The last time we saw Duke was in the fine conversion of the PC first-person shoot-'em-up *Duke Nukem 3D*. The mutants who got their butt kicked then have made new plans, involving travelling back through time to wipe out humankind, so Duke straps on his shades once again, steps into the temporal warp, and embarks on some more gun-toting action.

Except this time, developers Eurocom have decided to ditch the first-person mode that's defined the Duke legend, and move to a third-person viewpoint. If you've seen the lacklustre result of this decision in *Duke Nukem: Time To Kill* on the PlayStation, you might be a little wary. Fear not, however, because *Zero Hour* has been studying the rulebook of shoot-'em-ups intensely, and has learnt well. Read on...



△ Welcome to the school of hard knocks, punches and gun-shots.

ALL HAIL TO THE KING, BABY



KEM HOUR



Pop up from the water and surprise a mutant.
Or be surprised by a skellington's entrance.





BOY, I'M LOOKING GOOD

It's a shame that the first Duke mission where you really see the camera's limitations about the 1:1 TV cameras? Well, you'll find back in Zero Hour. Stick to the face into a camera, and you'll flick between the cameras. It's a bit of a pain, but the camera is still a good thing to have. You'll find a camera in the first level, and it's difficult to tell which area the camera is in. You'll find a camera in the first level, and it's difficult to tell which area the camera is in.



SAY GOODNIGHT TO THE BAD GUY

If Zero Hour disappoints in any area, it's in the worryingly small selection of bad guys, much like in the first installment, in fact. The entire first third of the game is taken up mainly by porky pigs, lean green aliens and little else, and the remaining time zones feature the same characters, but dressed slightly differently. There is the odd surprise – making your way through the claustrophobic corridors of the 'Titanic' level, a trail of blood and bodies leads you to a human-sized Giger-esque insectoid who squirts poisonous gas in your face – but for most of the game you'll be aiming your sights at familiar foes. An honourable mention, however, must go to the equally Aliens-reminiscent creepy-crawlies, who scampers towards you with their horrible spindly legs and send you into an ammo-wasting panic.



It will you just remember those who enjoys humanity really well?

By the time you get to this level, you'll find a camera in the first level, and it's difficult to tell which area the camera is in.

The green alien sends you into a drunken stupor and make the screen go all wobbly.



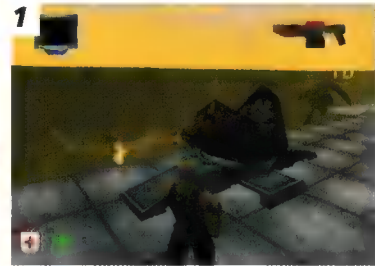
Giant Giger-esque insectoid who squirts poisonous gas in your face.



Ooh, that's



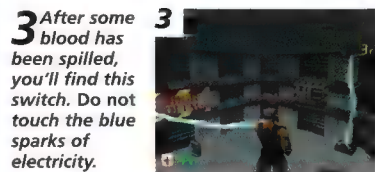
TIME TO KILL



1 You start with some rather large gun emplacements chucking it at you. A well-placed grenade puts paid to them. Hurrah.



2 Head down a grating into some eerily lit tunnels, complete with spine-chilling echoey noises.



3 After some blood has been spilled, you'll find this switch. Do not touch the blue sparks of electricity.

gonna hurt come winter

After *Turok* introduced a collection of guns that could easily level a small planet, big weapons have been a necessity on the checklist of any serious shooter, and Duke Nukem has obviously been swapping hardware with the dinosaur hunter himself. All the arsenal from previous Duke adventures is here – including the chuckleome trip-bombs, which leave a telltale red laser across a corridor and explode if the light beam is broken – along with the usual shoot-'em-up staples (hello, sniper rifle) and some spanking new stuff. Don't leave home without the Big Nuclear Gun Thing™, which sends a lens-flare-friendly ball of light into its target,

before sucking energy from all around and detonating in a blindingly bright explosion of light it hurts.

GoldenEye popularized the *Zero Hour*, but *Zero Hour* puts it to best use. There's some *his* here!

HAIL TO THE KING, BABY

Duke's favorite...
 "Woohoo, Mama!"
 "Gonna rip 'em a new one!"
 "Aw, does it hurt?"
 "I'm concerned that the..."
 "Aaaaahhhhh!"
 "I fear this... will..."



Big white alien weapons trays. Ideal for enemy grenades and the like.
 One more step and your shiny pants will disappear.

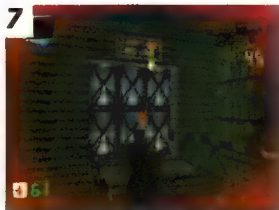
Level 2 takes place in some claustrophobic underground tunnels, and makes Level 1 seem like a Sunday afternoon stroll down your local high street. It's here that you're introduced to a few new bad guys, including the pants-wetting face-huggers. Please try not to cry.



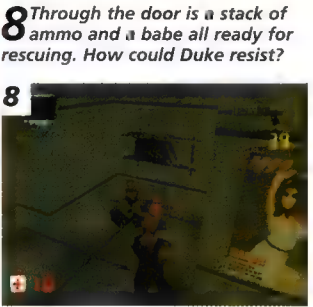
4 The switch opens a door, which leads to a water-filled room. Swim for your life!



6 This giant fan blocks the path to the next key, so blow it up with a well-placed grenade.



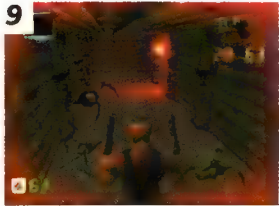
7 These ceiling-mounted guns cause no end of trouble. Before you blow them up, that is.



8 Through the door is a stack of ammo and a babe all ready for rescuing. How could Duke resist?



5 Oh, there'll be some who try to stop you. They soon learn the error of their ways.



9 Further on, you're introduced to the truly frightening spidery aliens. Make them bleed.

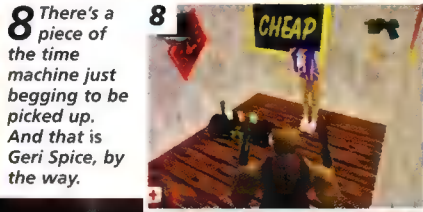


10 Nearly there – just these hovering droids to blow up, and the final room beckons...





6 Find this guy and he'll give you the Transtek key. Sadly, the Transtek door's all the way back near the car park. Bah!



8 There's a piece of the time machine just begging to be picked up. And that is Geri Spice, by the way.



7 On the way, you can satisfy your blood-lust with some sniper rifle loveliness.



9 The switch in this Transtek building opens the door to the subway...



10 ...but this friendly tank will probably inadvertently pummel you before you get there.



△ He's just been shot dead. Or maybe he's just on his knees begging for his life.

▽ So many rocks. Reminds us of that asteroid belt in Lylat Wars.



△ Duke's standing on a ledge, although we like to think he's hovering miles above the earth.



▷ Nasty, this - until you destroy the computer, the bad guys regenerate.



△ Alternative present? Sounds bad. Like getting a tire when you wanted a new bike.

And Mr Nukem isn't afraid to show exactly how much he's enjoying himself. Following the lead *Acclaim* took with *South Park*, *Zero Hour* comes laden with crystal-clear sampled speech, helping to make the business of shooting alien bits off much more entertaining. Opening up a mutant's head with a bullet and creating a ribena fountain is far more satisfying when it's followed by Duke's hilariously gravelly voice booming "Piece o' cake," or "woooooah, Mama!", and because his catchphrases are used relatively sparingly they seldom become tiresome.

But as *South Park* amply demonstrated, a good game needs to do

more than just talk to you. Thankfully, *Zero Hour* continues the welcome trend (introduced by *Duke Nukem 3D* and

underground tunnels, and back up into the snow-covered, post-nuclear city. Even without the help of the expansion pak, it's

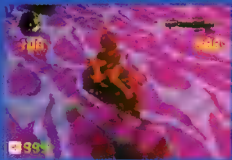
VISUALS ● Shoot a bad guy in the bonce and you'll be treated to a suitably graphic detachment of the head.

maintained by *GoldenEye* of conjuring up realistic, atmosphere-laden 3D environments. In the present-day time zone alone Duke is whipped from downtown streets, to eerily-lit

all beautifully (if a little basically) drawn, extending way off into the distance without any fuzz, misting or pop-up. The very occasional slow-down and the slightly 'angular' feel of each area is the only



I'M ALL OUT OF
WORLD 2:00:00
 At the time of writing, we
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This mine cart ride is blisteringly fast. And kills you time and time again.



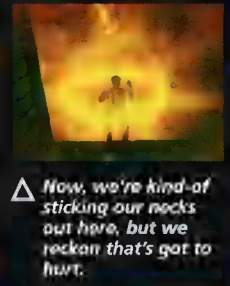
△ Boss Hog, all ready to dish out a roasting. That's probably enough pig jokes.

Zero Hour is packed with nightmarish visions of things to come for this poor lady.

▽ Finding your way into this fortress is quite a task.



Unfortunately, you can't blow up the Statue of Liberty. And God knows, Martin tried, with an astonishingly evil glint in his eye.



△ Now, we're kind-of sticking our necks out here, but we reckon that's got to hurt.

worry, but that's easily forgiven in the face of such gob-smacking beauty. Beauty, that is, which is bloodier than a butcher's hook. It's difficult not to find yourself shouting "Wooooaaah, Mama!" yourself as you witness the sheer violence of *Zero Hour*. It's not quite up to *Turok 2*

Despite all this, Eurocom have admirably distanced the feel of the game away from monotonous third-person shooting, with the sounds, visuals and brilliant set-pieces melting to create an unexpectedly well-realised sense of involvement. So, at the point, Duke

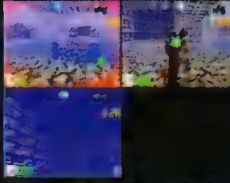
VERDICT N64 owners demand realism, variation and fresh ideas, and Duke doesn't disappoint.

levels of spillage, but there are still enough artery explosions to satisfy even the most blood-thirsty individual. Shoot a bad guy in the bonce and you'll be treated to a suitably graphic detachment of the head. Pump him full of lead against some scenery, and a bloodstain seeps slowly down the wall behind. Fire at one of the Victorian level's zombies, and he explodes in a mess of legs, arms and other unrecognisable body chunks.

stumbles across a series of giant test-tubes containing Aliens-style face-huggers in suspended animation. As he walks past, they spring to life, and with a resounding smash break free and clatter towards our hero. Later, in the Wild West, Duke needs to break free of the town's prison complex; deep down, it's just another level of mindless blasting, but it all takes place at night, and comes complete with the moon in the sky, the distant sound of

STICK IT

No deathmatch has yet matched the all-conquering *GoldenEye*, so we approached *Duke Nukem's* multiplayer with an understandable degree of caution. We needn't have worried, though, because Duke's multiplayer is actually rather good. There's no 007-style realism, as *Zero Hour* offers an experience more akin to the traditional Doom-style deathmatch, with a simple map and very few weapons or options. The arenas are very well-designed (especially the Cool As Ice level, with each player skidding about like a drunkard), the big weapons are brilliant fun, and it all offers some of the most frantic, swear-filled battles since *Snowboard Kids*. The only real problem is the jerkiness in four-player mode, but it's nowhere near as bad as *South Park's* syrupy mess.



△ As IT's lawyers will be happy to tell you, it's definitely not the Spice Girls.

UP YOUR ASS



△ The slippery Cool As Ice multiplayer level has plenty of scope for embarrassing unintentional deaths.

▷ The spots on each player's display are the positions of the other players on the radar. It's dead handy.



△ 'Castlemania' in all its spookily misty loveliness.

△ "You're too close," "No, you're too close," "Shut Up," "Bang..." "Ouch."



△ Present Duke in the past chats to Future Duke in the present. Oh, mama.

△ It's like all those great Westerns rolled into one. Yes, both of them.

▷ But who would win in a fight to the death between Duke and Turok? Our money's on the man riding the stegosaurus.



▷ What happens when you leave your car parked in a bad neighbourhood.

other path – and this, coupled with the disappointingly slim range of enemies, makes for an ever-present threat of repetitiveness. Thankfully, it's just about held at bay by each level's startlingly new approach, be it a tag set in misty Victorian streets, a sinking ship, or an Indiana Jones-style mine-cart ride. You do start wondering exactly why the developers bothered with the third-person perspective. Taking down bad guys requires copious use of the "steep" (they're excellent shots), and plenty of looking above, below and around you to find exactly what's shooting you, something that would have benefited from a first-person view. Admittedly, there is something oddly satisfying about seeing Duke's stocky form wandering into a room, twin guns a-blasting, and Eurocom

have coped remarkably well, with Duke obstructing the view (he generally doesn't, and turns transparent if the camera's ends up directly behind him). And the multiplayer (which is great – see box), sensibly switches to first-person. Above all, *Zero Hour* has realised that shoot-'em-ups can't simply be a procession of things to shoot in a series of identical futuristic dungeons. Post-*GoldenEye*, N64 owners demand realism, variation and fresh ideas, and *Duke* doesn't disappoint. The finished game could have done with a couple more time zones, a greater selection of enemies and a little less switch-flicking, but it's refreshing to see a game with so much time and care put into it. As Duke himself would no doubt say, "Go get some".

MARK GREEN

"WHAT THE HELL WAS THAT?"

With all the time Eurocom have spent on making *Zero Hour* the best it's possible that only had any time left to develop the game.

"What the hell was that?" "Bolok..." "The... obvious titles, and other... of these too... to... The... in the Wild West... where a... of Ted... of my alcohol in the... sure that... will be too..."



9 VISUALS

Fog-less, realistic and packed with incidental detail.

9 SOUNDS

Brilliant speech, eerie sound effects, atmospheric music.

8 MASTERY

Far in advance of the hopeless PlayStation *Time To Kill*.

8 LIFESPAN

It's dead hard, and the extra difficulty levels and multiplayer should keep Duke in your life.

VERDICT

Not quite varied enough but *Zero Hour* is still a brilliantly-executed blasting trip.

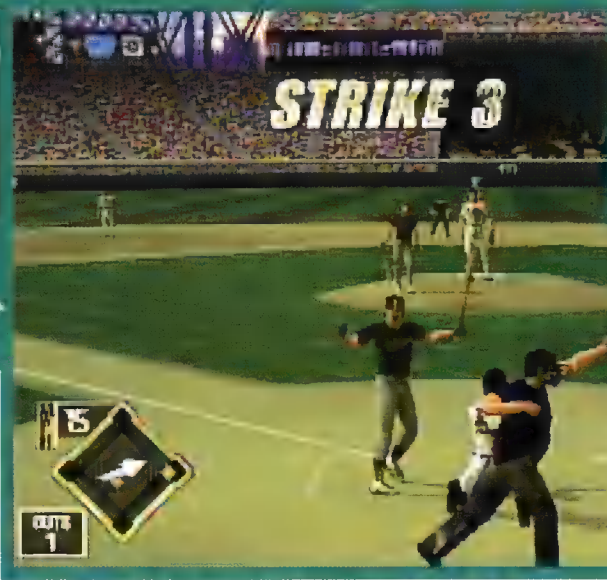


PREVIOUSLY IN N64 We promised *All Star Baseball 2000* in, er... hang on... um, we didn't, actually. Ever.

It might look like a spot of thump, but this chap's successfully 'slubbed' second base.



Mr Colton was the butt of many jokes. "Look at me! I'm Superman! Whnash!"



Okay, you can stop running now. Hey! Your car... oh, never mind."



Look at those graphics! Real-life baseball pales in comparison. Maybe

All Star Baseball 2000			
ACCLAIM			
	Out now	96M	1-4
	Controller Pak 120 PAGES		Rumble Pak
£40			

Acclaim step up to bat for the third time.

ALL STAR BASEBALL

Missed again. The frequency with which you'll fall to roviner bat and ball will reduce you to tears. The batter's green cursor needs to be positioned over the approaching ball. We've failed again. Ssb.

Baseball 2000, eh? We were hoping for robot players flying from base to base with hydrogen-powered jetpacks, and new rules allowing the use of laser guns and teleport pads. Then we remembered that the new millennium is only a few months away, and the year 2000AD has stopped being an allusion to a spangly, technology-fuelled future. Acclaim's newbie is therefore a thoroughly traditional version of America's favourite bat-and-ball sport, and a welcome reworking of last year's *All Star Baseball '99* (given 84% in N64/19).



One thing that *hasn't* changed is the rub-your-eyes-in-disbelief visuals. High-resolution graphics aren't

as uncommon as they once were, but developers Iguana certainly know how to embarrass their competitors when it comes to using them. Each player moves exactly as you'd expect them to, strutting up to the pitch, sliding for the bases and showing off by trotting like an imbecile on their way to a home run. Faces are mapped flawlessly onto polygon heads, shadows dance around the pitchers and fielders – even the distant cityscapes are enough to distract you from the action.

Instant replay

The instant replay mode in *ASB 2000*, in contrast with the create-a-player mode, is slightly disappointing. It's brilliant for parading those oh-so-amazing high-res visuals, but otherwise it's sorely lacking. The length of the replay seems to depend on the amount of on-screen action, which in busy moments can mean you get as little as two seconds playback. As you're restricted to how far you can rotate and zoom in or out, there's little opportunity for dramatic close-ups of batters' strained faces or the pitcher's crotch, and the button layout for controlling the replay is finger-twistingly inadequate.



△ The replay mode: flawed, but gorgeous to look at.



Frankenstein's monster

There's always a buzz in the office when a sports game arrives with a create-a-player mode, and we immediately set about putting *ASB 2000*'s to the test. It's not quite as comprehensive as, say, *WWF Warzone*'s – your player is always forced to wear striped pyjamas – but there's plenty to be getting on with, including the brand new option that lets you adorn your offspring with fashionable sunglasses. You can also alter the 'form' of your team member, controlling how he'll cope in different weather or light conditions. Splendid.



△ Jolly japes abound with the ability to alter player names.

△ You can even change 'follow through'.

TAIR CONTROL
All Star Baseball gives even the most inept beginner a sporting chance. As well as a plethora of help screens and on-screen cursors to help guide the ball and bat, there's the option to relinquish control of some of your fielders and batters to the N64. This can be used in conjunction with other humans to create a handy co-operative mode, with two of you taking turns against the N64 or another human-type person. This is in addition to the usual – and enjoyable – multiplayer versus options.



2000

And what great action it is, with every aspect of the game made easy to pick up and involving enough to... er, get involved in. The controls are intelligently placed and comprehensive, and a quick flick through the help screens is all that's needed to curl balls past the batter for a third strike, or

it helps make batting even more tricky than it already is. Admittedly, the computer player has as much trouble thwacking the ball as you, but making contact would be easier without your player's millisecond-wasting arm-swing animation. Initially, it's one of the most

and techniques, rather than forcing you to concentrate on hammering buttons quickly and darting your eyes around the screen.

The slow pace was a feature of *ASB '99*, and you'll find relatively little has changed in general for *ASB 2000*. The menus and on-screen displays have been tidied up, there's a few more options here and there (such as being able to control at which angle the ball is hit), some new stadia and an instant replay feature, but by and large this is *ASB '99* game all over again. That's not a big complaint, but last year's brilliant features seem less exciting today, and we'll admit to feeling disappointed that more hasn't been done to create a fresh feel.

But if you love baseball then you'll find just enough glittery new stuff to make *ASB 2000* a worthwhile purchase. And we can't wait for *All Star Baseball 2001*, which will be set on a spaceship winging its way towards Jupiter, and come complete with spine-chilling commentary from HAL. Perhaps.

MARK GREEN

VISUALS

Faces are mapped flawlessly onto polygon heads and shadows dance around the players.

rally your fielders to catch a runner out on third base. The attention to detail in the visuals and options adds to the authenticity – there's no better feeling than watching an opposition player on second base slowly edge away as you prepare to pitch, only to scupper him by quickly chucking the ball to your fielder for a sneaky 'out'.

There is, however, a certain sluggishness that's sneaked from the prequel into *All Star 2000*. This doesn't affect pitching and fielding too drastically (partly because of their intuitiveness), but

frustrating aspects of the game: seeing three of your team slope back to the changing rooms without a hit between them is no fun at all.

Practice, of course, is the key and because *All Star Baseball* is very much a simulation of baseball, there's a pleasing sense of satisfaction at securing your first home run, or belly-flopping onto third base to secure a scream of "Safe!" from the umpire. The sedate pace of each game immerses you that much more, and gives you the chance to develop proper tactics

9 VISUALS

Still mightily impressive, especially with the aid of the expansion pak.

5 SOUNDS

"The crowd goes wild!" (Sound of a can full of gravel being shaken vigorously.)

8 MASTERY

Sedate but smooth gameplay and visuals, intuitive controls and the best texture-mapping ever.

8 LIFESPAN

Plenty of modes, tonnes of multiplayer options and that all-important create-a-player section.

VERDICT

A spot-on interpretation of baseball, and an improvement on the original, but it impresses us less than it used to.

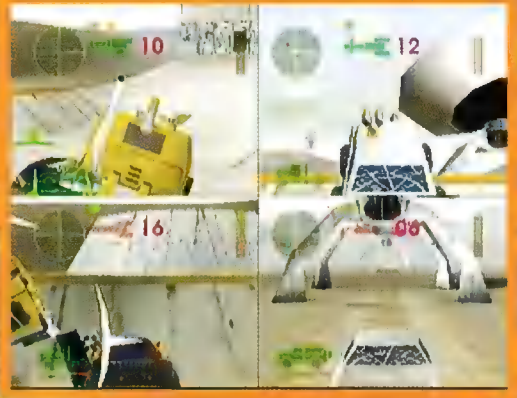
80%

PREVIOUSLY IN N64

We Future Looked *Vigilante 8* back in issue 24. We did, so.



△ This alone is just one of the many hazards that lurk around each level.
 Four player localnet. There's a fair amount of show-downs, but it's good fun.



VIGILANTE 8

The only pun we could come up with here was Vigilante Great. Good, eh? (Dies.)



△ It may be a PlayStation game, but it's a good transition.



The Hammer Dam. One of the game's best levels.

Vigilante 8			
ACTIVISION/LUXOFLEX			
	Out now	96M	1-4
	Controller Pak 1 PAGE	Bridge back	Remble Pak
£40			

DRIVING MISS CRAZY

Aside from the general weaponry, each of *Vigilante 8*'s 13 vehicles has access to its own specific weapon, picked up from the ? boxes. Here are some of our favourites...

'70 VAN UFO INVASION

Driven by a slightly unhinged conspiracy theorist, this van's special attack consists of launching a host of mini-UFOs at its target, to the sound of tacky laser noises.



'70 STAG PICKUP BEE ATTACK!

Driven by someone who we can only assume is a bee keeper, this American van can release a swarm of car-battering bees. One of the best weapons.



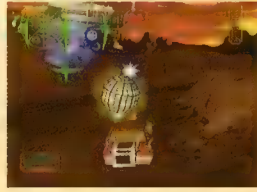
'69 JEFFERSON QUAKE SPEAKERS

This gleaming silver pimp-mobile has access to insanely loud speakers, causing a contained earthquake that sends everything in the vicinity flying. Nice.



'76 LEPRECHAUN GLITTERBALL

The brown disco-styling of this particular car hides the destructive abilities of the – gasp! – glitterball! Tacky, yes, but chassis-knackingly effective.



ALIEN!

Hidden on the last level of the game is a flying saucer, which belongs, naturally, to an alien. The good news is that when you finish the game, you can play as it. Alternatively, just enter GIMME_DA_ALIEN as a passcode to use it straight away.



△ The plasma gun is available in the Nugget City level.

△ That mighty laser is the specialty of the quake attack.

△ A proper Highway drill.

◀ Avoid! Oh, as you used to say in English, "avoid!"



◀ Evading the roadster flying at Highway Dam. Soooooo!

TE 8

Cars and guns have always made a great combination. From the ancient cardboard thrills of *Car Wars* (anyone remember that?) to Mel Gibson's slightly peeved *Mad Max*, the twofold thrills of heavy-duty weaponry and high-speed automobiles have provided an evergreen font of gratuitous, violent fun. And now – hurrah! – *Vigilante 8* is here, allowing you to shred a schoolbus from the comfort of your own home.

First things first, though. *Vigilante 8* is a PlayStation game that's been given the Nintendo cartridge treatment. Having been stung by previously shoddy ports, we approached it with a fair amount of caution. However, developers Luxoflux are plainly aware of what makes the N64 tick and have created a game that is the very model of conversion etiquette. Unlike, say, the absolutely risible *Nightmare Creatures*, *Vigilante 8* has been translated with the N64 in mind. *Nightmare Creatures* was a poor photocopy of the

original game; it was, to all intents and purposes, completely the same as the original, but idiotically kept the horrendous rotational control not designed for the sophistication of a D-Pad, and made no attempt to translate these digital controls for the silken sensitivity of the analogue. Result: A barely controllable mess. *Vigilante 8*, however, features not-bad analogue control and, on top of that, crisp expansion pak-compatible graphics and one N64-specific level (called, naturally, Super Dreamland 64). Okay, so it means that we're still getting pretty much the same game that PlayStation owners have had access to for the last year or so, but at least Luxoflux have made an effort to offer us the superior version; and it's a fine effort. And that's what counts.

The game itself requires you – as a near-future, um, vigilante – to hare around obliterating other vigilantes, by way of your own souped-up,

weapon-littered car. Each level, however, throws a mission objective at you, usually asking you to either protect or destroy a fragile piece of scenery, be it a gas station, oil refinery or ski resort. And that, to be frank, is it. The real meat of the game lies in the sprawling, well-designed levels, all of which sport a certain sense of invention and detail that is gratifying to see. Extraneous entertainment abounds; the Vegas arena has a blimp flying leisurely above the carnage that's taking place below. Periodically through the game, it'll land in different parts of the level, allowing you to drive into the back of it and take to the air. The Colorado ski resort features working cable cars – and it's possible to hurl your vehicle into the back



SIGHT ■ SORE EYES

Slam in an expansion pak, and you can play *Vigilante 8* in hi-res; it's clean and crisp, but not quite up to the standard of *Turok 2* or *Rogue Squadron*. Enter `MAX_RESOLUTION` as a passcode, though, and you can play the game in ultra-high resolution, which is very nice. Although it makes the game super-jerky.



VISUALS 8

Detailed and – with the expansion pak – as sharp as a razor. Nice.

SOUNDS 6

Competent effects, the odd bit of speech, and maddeningly irritating 'tunes'.

MASTERY 7

It's a PlayStation game – but with added graphical shininess, a four-player mode and, um, just the one extra level.

LIFESPAN 6

You'll rip through the one-player game, but the multiplayer is a mostly fine effort.

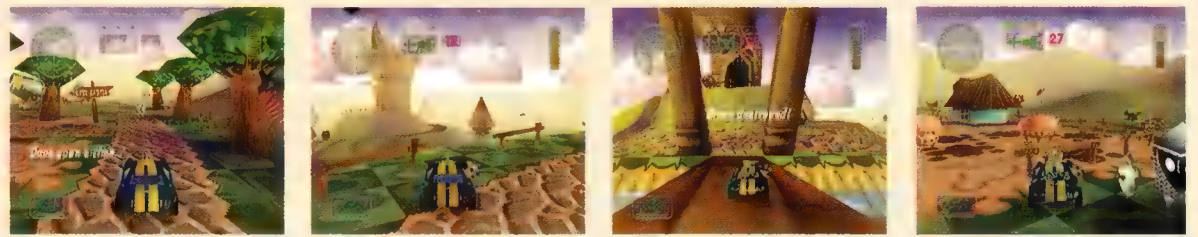
VERDICT

An entertaining diversion, but lacking longevity, *Vigilante 8* nonetheless proves that, as always, cars + guns = fun.

74%

SUPER DREAMLAND 64!

Vigilante 8's selection of killing floors all take place in grim, post-apocalyptic areas, full of rusting aircraft, dilapidated buildings and knackered machinery. Well, all except one, that is; developers Luxoflux have created one all-new, N64-specific level. In keeping with Nintendo's reputation, it's all bright colours and cute characters, and, tellingly, is the best-looking level in the game. And the most fun.



of them and be carried up the piste-like slopes. And, in the Mexican Ghost town, there's a Kalamari Desert-style train still running, ready to cleave careless drivers in two. Scenery is also well taken-care of: wrecked aircraft, orchards,

whole towns and Stealth Fighters that taxi up the runway and take off, are just some of the background features that impress.

Indeed, the detail is so extensive that it's a marvel that Luxoflux have managed to avoid the usual pitfalls of first-time N64 developers. There's no fuzz, and, more impressively, no fogging – instead, textures in the distance are smoothed out, which, whilst giving the illusion of distance, can be disconcerting when you speed into what appears to be a gentle incline, only to find that a sheer wall paints itself into existence as you get near to it. It's a fair compromise – far, far better than fogging, anyway – but it's not problem-free.

The weaponry in the game is uninspiring, if nonetheless carnage-inducing. Littered around the arenas in pick-up form there's the usual selection of mines and rockets (as well as a completely useless mortar), accompanied by a default-fitted machine gun. Each of the eventual 13 vehicles, though (secret cars are gained by progressing through the single-player Quest mode), can pick up their very own exclusive, individual weapons (see 'Driving Miss Crazy'), which add diversity and entertainment to the game.

The handling of the vehicles leaves a lot to be desired, as well. Although simple, and fairly nippy, the 'floatiness' of

the cars – get hit by a fusillade of rockets and you'll bounce for miles – is increasingly irritating. Crest a small incline at speed, for example, and rather than shooting straight over it, and catching a little air, you'll fly straight up as if gravity suddenly decided to have a quick nap. *Vigilante 8's* auto-combat premise is just begging for you to be able to whip round and deliver decisive, fatal shots, but the dumbed-down and exaggerated nature of the vehicles means that combat in the game is far less precise than you always

large arenas (in which, it has to be said, practically everything can be destroyed, from trees to buildings to aircraft) and selection of vehicles make for an entertaining diversion. The ever-welcome Team Game option is present, too. However, the large amount of detail can, when the action hots up, lead to a ruinous amount of slow-down and dropped frame rates. The two-player co-operative mode fares well, though, allowing you and a friend to progress through the main Quest game, enlivening the experience no end.

LIFESPAN

It's never going to displace Mario Kart et al but the large arenas and selection of vehicles make for an interesting diversion.

want, and need, it to be. And, although each vehicle has apparently differing characteristics, in practice, they're all too similar, and handle pretty much the same.

Which isn't to say that *Vigilante 8* can't be fun, because it can. Although the single player game quickly settles into a fairly dull routine, the admirably extensive multiplayer options are capable of delivering frenetic bouts of undemanding four-wheeled fun. Whilst it's never going to displace *Mario Kart*, *F-Zero X* et al as the undisputed king of social gaming, the

Vigilante 8, then. Good but not great. The simple premise and basic reliance on driving and shooting is undoubtedly good fun in the short term, but the lack of complexity and skill (and room for tactics like, say, *Mario Kart's* trailing shell defence) hobble any significant aspirations for longevity. The multiplayer helps, but, ultimately, there's a whole host of other games that you'll still be playing long after you've consigned *Vigilante 8* to the back of the games cupboard.



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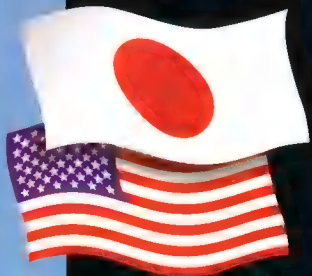
It's all in T2 - the weekly newspaper section for under 16s that gives it to you straight.

Launches on Saturday April 10th.

Free in The Daily Telegraph every Saturday.



www.t2online.com



The games reviewed from this page forward are so far only on release in Japan or America. Because N64 is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

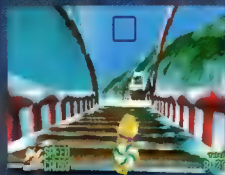
IMPORT ARENA

PREVIOUSLY IN N64

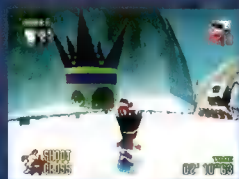
We took a quick look at *Snowboard Kids 2* in issue 25. We reviewed the original back in issue 12.



Jump for your life or you won't make the gun.



Speed-up fans make you go faster. No, honestly.



△ First place and bombs as your power-up - perfect.

Fat Tommy hits the rape bridge in first place. Miracle!



SNOW



△ The giant alien's a bit more of a problem. Avoid overtaking him or he'll catch you up and step on you.

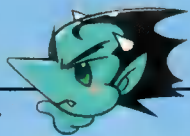
Snowboard Kids 2				
ATLUS				
	Out now	64M		
	TBA	Controller Pak 9 PAGES	Cartridge back-up	
\$55 (approx £35)				
Game kindly supplied by CA Games 0141 334 3901				

△ **ROCKET!** The space course is the only one with striped zippers. They add this handy speed-increasing combustible to the tail of your board.



Expect plenty of "all" once your rocket's attached.

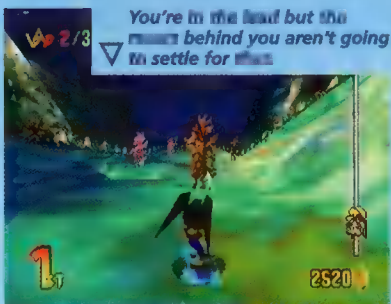
Welcome, the new things!



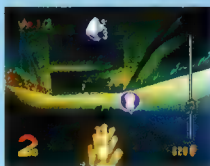
Not just a set of new tracks, *Snowboard Kids 2* has some new tricks to show you. And a good thing too, say.

Evasive action

This system was in the first game, but it works a lot better now.



When they fire power-ups at you, your character will react with a **WOW** exclamation mark.



When the mark begins to flash, jump to avoid the in-coming nasty.

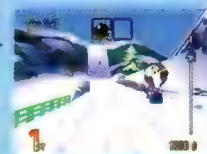
Back fire

Take out players behind you *Mario Kart*-style.



Use the **A** button to look behind you and the analogue to line-up some hapless competitor.

Out in front again and you've got some nice kid-seeking slap power-ups to play with.



When all's set, fire your power-up and laugh like a madman.

Boss races

Three of the Story Mode tracks have *DKR*-style boss races included on them. You've got to get ten accurate shots in before the boss reaches the end of the stage.



Your first boss is a giant snowman. He's pretty slow, but you'll need a **W** board to keep up with him.



The giant Mecha-Damien is not easy to beat. Each time you hit him, he drops board-tripping gubbins on the track, and he'll magically grow an extra three lives after you've shot him ten times. Tricky.

NEW KIDS ON THE BLOCK

The four original kids are back and with the exception of Jam, who appears to have changed racial identity, all seem to be in good health. The first addition to the game, though, is in the form of Wendy who returns in Internet Cafe in the Kids' village. Because she's in to computers, the game's designers have given her bottle-end glasses that almost completely cover her face. Luckily, this doesn't seem to affect her aerodynamics and she's pretty fast down the slopes.

On the secret list, beating the game in Story Mode unlocks the 'dark kid' Damien. He appears in most of the game's cut-scenes and seems to have turned a nasty shade of purple. Elsewhere, beating the game's training session unlocks Mr Penguin and finishing the Shoot Cross mode allows you to play as the board shop owner Mr Dog.



BOARD KIDS 2

The kids hit the skids? Thankyou and goodnight.

You'll remember the first *Snowboard Kids*, of course. Initially released only in Japan (where, confusingly, it arrived as '*Snowbo Kids*') it was quickly snapped up for UK release by Nintendo themselves, to cover an embarrassingly large gap in their release schedule. And we liked it. In the time before *F-Zero* and *F1 World GP*, and in the interminable wait for *1080*, it was a fun, quirky little

racer with a really enjoyable four-player mode. We didn't expect much of it and we were pleasantly surprised.

And that's the trouble with sequels. *This time* we were expecting something from the cool cold kids – the first game's built up a weight of expectation for their latest adventures. And to be honest, for

everyone except Martin, the results are just a tiny bit disappointing. It's not that Atlus' designers haven't worked hard to include lots of extra options over the original; it's



NEW TO ALL THIS?

If you missed *Snowboard Kids* the first time around, you might still be a bit in the dark at this stage. Here are the basics, then.

● There are two kinds of power-up – red and blue. The red ones are missile weapons that fire from the front of your board, the blues affect your board (invisibility, speed-up etc) or attack other boarders directly.

● Every power-up you pick up will cost you 100G. You earn money by picking up coins on the track and by doing stunts.

■ Races take place over three laps of each course. At the end of each lap, you hop onto the chairlift to start over again.

Make your play



There's plenty to do in *SK2* and plenty of ways to do it. You just won't break into a sweat, that's all.

Story Mode

Open up the game's nine tracks and three boss races by working through this. Cut scenes tell little stories before you get down to some serious racing, usually over three laps. To move on to the next course in the story, you have to finish first on the track you're on.



SUNNY MOUNTAIN

Subtitle: Enter Damian

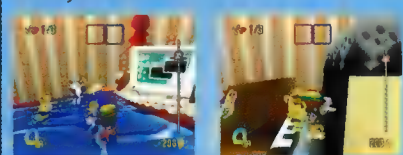
WENDY'S HOUSE

Subtitle: O m'gosh we're tiny

Fairly trad mountain course with a couple of shortcuts and a giant fish.



Messing around on her computer, Wendy manages to shrink all the kids. This race takes place in the tiny/huge world of Wendy's bedroom.



TURTLE ISLAND

Subtitle: Picnic on Turtle Island

LINDA'S CASTLE

Subtitle: Happy Birthday

The snow's gone and *SK2* takes its first massive turn for the bizarre: halfway down this course you'll start racing underwater.



Linda lives in a castle, apparently, and it's a large one as well. Plenty of jumps and loads of shortcuts on this course.



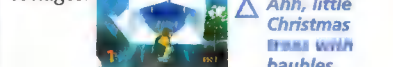
JINGLE TOWN

Subtitle: Mission Snowman

CRAZY JUNGLE

Subtitle: Find the Legendary Butterfly

Remember *DKR*'s snow world? It's back here – with less polish – but the requisite number of snowy cottages.



There's an enormous jump over a waterfall and an excellent shortcut with two poles over deep gullies. Tricky but worth it.

▶ not that there aren't extra elements in the game to test even the toughest *SK* master; it's not even that the whole thing is far more slickly presented than the first. All the sorts of stuff you'd hope to get in a sequel to a favourite game are here, along with lots more of the stuff you enjoyed the first time around. But, but, but...

Snowboard Kids 2 is criminally slow.

Yes, we know that speed on your snowboard is dependent on the steepness of the hill. Yes, we know that if you fall over or collide with something, you can only accelerate off as fast as gravity allows. WE KNOW THESE THINGS! But in a game where reality gets cast aside with wilful abandon at every available opportunity (and, for instance, giant fish jump over parts of the tracks, the kids take a trip to space to race on an alien planet, and enormous psychedelic waterfalls accelerate you into the air at roughly a thousand miles an hour), in the name of things good in gaming, why pick this one law of physics to stick to? In places – particularly after a fall on a flat section – *Snowboard Kids 2* is so arse-bendingly

slow. It really and truly, purely and simply, utterly and completely MAKES YOU WANT TO SCREAM.

Thinking that we might be suffering from some collective rose-tinting, we went back to the original kids outing to have a squint at the way things were. And to be fair, the original *Snowboard Kids* runs just as sedately, albeit with far fewer dead flat

compared to *Mario Kart*'s perfect balance and *Turok 2*'s crisp resolution.

Martin, however, loves it.

And he's got a point to a certain extent. If you're a fan of 'quirky', possibly of 'cute' and certainly of 'Japanese', there's a lot in *Snowboard Kids* that helps to alleviate its educationally sub-normal pace. There are 12 new tracks, along with

MASTERY

In places *Snowboard Kids 2* is so arse-bendingly slow it really and truly, purely and simply, makes you want to scream.

areas where starting off proves to be a time stretching bore-a-thon. The real problem, though, is that in the past 12 months racing games have got better and left Atlus' efforts behind. *1080°* is a far better physics-adhering snowboarder and *F-Zero* is an infinitely better cheek flapping racer. Which only leaves *Snowboard Kids 2*'s multiplayer mode, which is still good fun, but a technical bag of spanners

a handful of stunt courses, and some fun 'Shoot Game' variations. As a piece of game design it's got enough great stuff in it to convince you that a far more illustrious software house than Atlus is responsible for the programming.

Take, for instance, the tweaks that have been made to the power-up system. The problem with the old game was that, unlike *Mario Kart*, there was no way of





NEW POWER-UPS
 Along with the power-ups that appeared in the first game (Bombs, Slappers, Parachutes, Snowmen and Icebeam for the reds. Invisibility, Thief, Ghost, Frying pans, Rock and Speed-Up Fan for the blues), there are a few newbies. Whirlwinds fire from the front of your board and fling their target into the air; Multiple Ghosts slow each of your three opponents down; and a winged board makes stunts easier to perform without jumps. There's also a rocket boost now, significantly faster than the fan but not lasting as long.

Being hit by a power-up causes players to drop some of their coins as well as whichever power-up they're holding. You have a second or so to regain them (it's difficult), but the regime prevents a lot of the tit-for-tat firing that turned some of the first game's into rather disjointed affairs.

STARLIGHT HIGHWAY Subtitle: Space Tour

Introduces *Diddy Kong Racing* zippers which raise the course's speed to genuinely enjoyable heights. They should have been used more often.

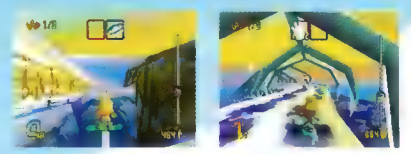


HAUNTED HOUSE Subtitle: Halloween Night

Dodge the ghosts to avoid some serious slowdown, and be careful not to fall into any of the trackside pits. Tricky course, this.

ICE LAND Subtitle: Damian's Revenge

Toughens things up by removing most of the power-up buying gold coins. A good stunt repertoire is essential.



protecting yourself from incoming missiles fired by players behind you. With the inclusion of an enhanced warning system, though, it's now far easier to jump these attacks and board unharmed. Another cool addition is the 'look behind' button which you can use to aim your power-ups at players following you. Of course, in most games the act of looking behind you results in an immediate crash, but thanks to SK2's clever use of 'treademotion', things never happen quickly enough for anything so unfortunate to occur. But we digress.

While a racing game will probably never manage to emulate the adventure-style roaming of *Diddy Kong Racing*, there's a sweet, if somewhat misguided storyline loosely holding together each of the races on SK2's 12 main courses. This is explained in rudimentary cut scenes with minimal use of "Oh", "Ah" and "Oooh" sound effects in place of speech. If you're expecting anything *Zelda*, *DKR* or *Banjo-Kazooie*-like in effectiveness, it'd be best to breathe out now, but what you do get is fun, even if soon becomes a victim of

Trick Game



No halfpipe this time (although there are plenty on the courses), this time it's a course like any other albeit with increased chances to score some stunt points.

The initial qualification is only 300, so it's not much of a challenge to beat.

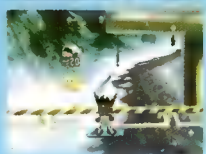
Speed Game

Uses the Shot Game course. Get down the track in time for school using as many rocket and speed fan pick-ups as you can grab. It's a tight time limit but not too tricky.



Shot Game

Excellent bit, this. Deliver newspapers to each of the 20 houses on the course (they fire from the front of your board like power-ups) before the time runs out.



If you can't find the 20th house, go straight on from the double purple accelerator to discover a secret part of the course. Cunning!

Battle Mode

Allows one, two, three or four players to race on any of the courses opened up in the Story Mode or compete in the Speed, Trick or Shot games. A bit like the track select in *Diddy Kong Racing*, then, and this way you avoid the lengthy cut-scenes.



VERDICT *It's the kind of game that you have to set out to like, not one that comes out, all guns blazing, to entertain you.*

the Start button. One side-effect of the story, though, is the game's three boss races inspired, it seems, by the races against the Triceratops, Walrus, Wizpig and all in *Diddy Kong Racing*. The difference here, though, is that you haven't got to beat the boss down the slope (there's a giant snowman, a dinosaur and a robot, by the way), instead you've got to blow them to bits with bombs before they reach the finish line. And they fire back at you, natch.

Graphically, the game is much the same as before, with wild colours and strange trackside bitmaps giving it the same unique feel as the first. You couldn't ever claim that the game really compares with the best on the N64, or is even streets ahead of titles on the PlayStation but that was never really the point; rather

than spend time trying to make the game look like a leap forward over the original, the programmers have realised that advancing the gameplay is always the first priority.

But, and yes, it comes back to this again, the wretched pace of *Snowboard Kids* really limits the amount of fun you can get out of it. Get shot, fall over, wiggle joystick for a minute in a pathetic attempt to build up lost speed, watch competitors sale off into the lead - it's the kind of game that you have to set out to like, a game you've got to entertain yourself with, not one that comes out, all guns blazing, to entertain you. Martin, for reasons best known to himself, has made that effort. For the rest of us 1080°, *F-Zero* and *Mario Kart* are calling us back.

JAMES ASHTON

6 VISUALS

Functional 3D. Little pop-up or misting, but little inspiration either.

7 SOUNDS

Atlus are the masters of cheesy synth pop.

7 MASTERY

Plenty to recommend in terms of game design. Its speed is the big sticking point.

7 LIFESPAN

Loads to do with quite a high difficulty level towards the end. Serviceable multiplayer games as well.

VERDICT

You'll want to like it, but... it's... just... too... damn... slow... to be as much fun as it should be. Shame.

80%

PREVIOUSLY IN N64 We reviewed this load of old colanders in N64/26.

CALIFORNIA SPEED

Question: Why does this exist?

RIP UP THE ROAD
There are 14 courses in *California Speed* all, unsurprisingly, sprinkled across the sunshine state. And, whilst they're a bit of a mixed bag, there are some things worth looking out for: as well as the computer, alien ship, Golden Gate Bridge and rubbish rollercoaster we've already mentioned, there's the inside of a volcano, an odd-looking LA, a vast expanse of drive-overable water, and a bridge that takes you through a radar. Ace! Well, okay.

It's hard to imagine how Midway could begin to think this was any good. Surely, even at about a quarter of the way through development, this was shaping up to be a Grade A stinker, and an astonishingly inept mix of pitiful visuals, boring tracks, shocking handling and dreadful music. The sort of game that makes *San Francisco Rush* look like *V-Rally 99*.

But, no. Would they stop ploughing on with this conversion of an arcade game that wasn't really very good in the first place? Chfff. Would they, fudge cakes. Which means, 20 seconds in the company of *California Speed* is more than enough to scar you for life.

Admittedly, this isn't of the same loathable ilk as *Cruis'n USA*, but it does have some things in common with the N64's first – and probably worst – driving game. Most notable of which is the handling. Controlling *Speed's* four-wheeled variants (including – crazy! – a golf cart) actually doesn't require you to do anything more than repeatedly jab the analogue in order to realign your car. For long spells, you can also get away with not even *using* the analogue, as the barriers either side of the track frequently shunt you back on course. That, coupled with the fact that you can't actually crash *at all* (even if, say, you hit a solid wall at 200mph) means there isn't much in the way of excitement in *California Speed*.

Something which isn't helped by all the CPU cars going at the same speed (and, therefore, proving impossible to catch once you've reached the game's top mph). Tsk.

The tracks themselves are fairly inventive – though a bit predictable – with Silicon Valley coming complete with a



going-inside-a-computer section, and San Francisco letting you actually drive up onto the top of the Golden Gate bridge. There's also quite a fun bit on Mojave Desert, where you end up inside a flying saucer, alongside some appalling 2D aliens. But, for the most part, they prove more interesting to look at than to play, with the good things being tidal waved by the bad. And the problems are never more aptly demonstrated than on the Santa Cruz course, where you drive along a straight rollercoaster that goes on and on and on and on until you're forced to accurately embed an axe in your head.

Visually, the game's unremarkable, and somewhere between *Rush's* fuzzy acceptability and *Cruis'n USA's* 2D-a-thon (even the water effects in *California Speed*

California Speed			
ATARI/MIDWAY			
	Out now	64M	1/2
	Summer	Controller Pak 4 PAGES	Rumble Pak
\$50 (approx £35)			

are sprites). The music, meanwhile, is written and produced by Lucifer himself and, if you manage to listen to it for more than half a minute, you're obviously either, a) deaf, or b) Joe Satriani. Midway's musicians have once again secured their reputation as the world's worst.

California Speed, then, is driving horse manure of the highest order. Not perhaps quite in the same league as *Cruis'n USA* but definitely well on the way to getting there. It's a boring N64 game derived from a boring arcade game derived from an idea sketched on the back of a napkin in MacDonalds by not-very-talented programmers. Bit harsh? Wait till you play it.

TIM WEAVER

VISUALS 4

Passable. Fuzzy, misty, but at least there's a bit of imaginative scenery.

SOUNDS 1

No.

MASTERY 2

Cretinous AI, no car physics at all and only a couple of tracks worth bothering with.

LIFESPAN 4

Everyone travels at the same speed, meaning it's impossible to finish first.

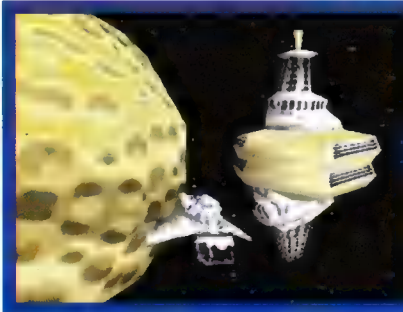
VERDICT

It tries to be a fun, but *California Speed* just isn't very good where it matters. Instantly forgettable.

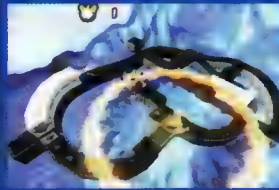
36%



PREVIOUSLY IN N64 We previewed *Lode Runner 3D* a full month ago in N64/27.



▽ Your spacecraft rocketing to the next level. Snazzy? No.
▽ Our hero caught in a bomb's burning ring of fire.



△ Die to the accompaniment of the red guy's spine-chilling cackle.

LEVEL PEGGING

We're not too fond of *Lode Runner 3D*'s menu screens. Yes, they look pretty – each level within a world is contained in one of five lifts on a metallic spiral staircase – but when we have to put up with ridiculous 'loading' screens at every turn, we'd rather not waste any more time having to trek between levels. Especially as it's all too easy to fall off the stairs and have to walk all the way back up to the level you've just left. Grrrrr.



LODE RUNNER 3D

Lode Runner 3D			
INFOGRAMS			
Out now	64M		1
21st May	Water Pak XX PAUSE	Cartridge back-up	Rumble Pak
\$50 (approx £35)			

A golden oldie that's lost a little of its sheen.

Remember the original *Lode Runner*? Probably not. It appeared when the Commodore 64 and ZX Spectrum ruled the world, but made far more of an impact in the fickle land of America than over here. Which is probably why US developers Big Bang have plucked it from a dusty box in their attic and given it this perfectly respectable 64-bit make-over.

At heart, *Lode Runner 3D* is a fairly basic platform/puzzle game. Your little man needs to collect golden coins from each of the 100 3D levels, suspended high above a beautifully-rendered landscape. There's a smattering of lifts and teleporters to help him, but the main focus is on the boy's laser, which can temporarily destroy blocks to open up alternate routes. If that wasn't enough, moving baddies that crop up from time to time can be drawn into a freshly-lasered hole, and then buried alive as the block rebuilds itself. Nice.

And that's just about it. Admittedly, it doesn't sound particularly enthralling, and, at times, it's so woefully simplistic that you'll be sighing aloud. But it's *Lode Runner*'s astonishingly well-put together levels that help keep your eyelids firmly open. There's a definite and brilliantly logical route to the end of each stage, without there ever being a sense of unfairness – puzzles where correct timing is needed are kept to a minimum, in favour of tasks that require you to sit with your brain whirring and your eyes focused on

the middle distance until you work out exactly which blocks to dissolve or what path to take.

Sadly, the game's presentation hasn't fared well at all. The music is surprisingly hummable, but plays *without stopping* for 20 whole levels. Big Bang have thoughtfully included an adjustable camera – *Lode Runner* is one of the few games to realise that *Mario 64*'s simple C-button arrangement doesn't need tinkering with – but as you'll usually view each level from a fair distance, the visuals become an indistinct, blurry mess. There's even an unforgivable and shockingly hefty 'loading time' between each level and menu screen.

By and large, though, *Lode Runner*'s been expertly crafted. You're given the opportunity to study each level's layout at

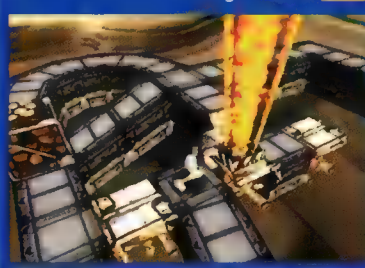
length before you begin moving. Every push of the control stick is rewarded with an instantaneous and flawless response. As there are six keys to find per world, compared to the five you need to warp to a new world, spineless players can skip the most difficult stages. And after every 20 levels, the old scenery is thrown out and a new set of completely different fixtures brought in.

Lode Runner's still too repetitive and basic to have you jumping from your seat with joy, and it's over rather quickly, despite the nightmarish difficulty of the later puzzles. But if you're looking for a good dose of head-scratching with a distinctly retro feel, you could do much worse than this.

MARK GREEN

△ The rock-smasher, doing what it does best – smashing rocks.

▽ Flamin' hell. Hot enough?



4 VISUALS

Fuzzy graphics made to make your eyes water.

6 SOUNDS

Above-average tunes that just don't know when to stop.

4 MASTERY

It's in 3D, but that's all that separates it from the 1980s.

7 LIFESPAN

Challenging and sporadically engrossing, but liable to become tedious.

VERDICT

A carefully thought-out and surprisingly enjoyable retro update, but the old-skool gameplay looks positively embarrassed next to recent N64 hits.

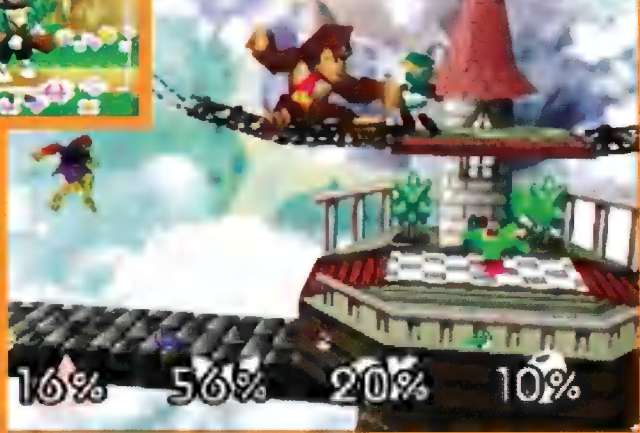
70%

PREVIOUSLY IN N64

We reviewed the Japanese version in issue 26, where it scored a winning 90%



△ Kirby vs. Pikachu: Our society's on fire...
A load of...
...the dam sweet



SMASH BR

Smash Bros (US version)			
NINTENDO/HAL LABORATORIES			
	April 26th	128M	1-4
	TBA	Cartridge back-up	Multiple Play
\$50 (approx £35)			

Mario fights!
A beat-'em-up quite unlike any other...

Smash Bros replaces with a damage percentage – the aim is to throw opponents out of the arena. Get hit enough times and your damage percentage rises above 100% making you far more susceptible to being flung miles into the stratosphere.

Throw in wonderful multi-levelled arenas and impossibly high jumping and Smash Bros suddenly drags the beat-'em-up into fresh, new territory, offering unprecedented amounts of freedom and

S smash Bros, then. It's proved itself to be the beat-'em-up the N64 has been crying out for: innovative, inventive, fast and fluid. It is, quite simply, marvellous. And yet we've still heard nothing about a PAL release date – not even the most tentative of murmurings. Zero. Zilch. Nada. Nothing (so scoot on over to 'We Must Smash!' and join our petition now). So, to remind ourselves just how great the game is, we just couldn't resist taking a peek at the American version – due to hit transatlantic shelves in just a few days.

Grouping together a selection of classic Nintendo characters old and new – from Mario and Link to Pikachu and

MASTERY Smash Bros takes the established beat-'em-up rule book and throws it out of the window.

Samus – Smash Bros takes the established beat-'em-up rule book and throws it out of the window. Rather than whittling down the standard energy bar – which

forcing you to play the game in a style never before attempted in a fighting game. The action is balletic and graceful, and unbelievably fast and hectic, allowing for

FUN FOR FOUR

Yup, four player fights. For the most part, this is flippin' great, although when you all get spread over the arena, the camera does tend to pan back too far, in order to fit everyone in – which is where the two-player game just pips it to the post. But still, it's chaotic, hectic, and a great mud-winging free-for-all. There's even the option of team games. Hurrah for Smash Bros.





OS

spinning mid-air clashes, somersaulting evasion manoeuvres and decimating dive-bomb assaults.

In a stroke of *Mario Kart*-style genius, random power-ups appear at various intervals, ranging from laser guns, bombs, the trusty red shell (from *Mario Kart*), proximity mines and flaming Fire Flowers to Pokeballs that contain assorted Pocket Monsters, all of whom emerge to smite the opposition when activated. *Smash Bros* is a game that's simple to pick up, but rewards the experienced player tenfold.

There are faults, though. The range of moves available for each character is distinctly less than in games such as *Tekken*, and the decision to use the analogue stick rather than the D-pad is a baffling one. Having said that, the scope for combining the moves available is huge; we're discovering new tactics every day. Such as throwing Link's Boomerang away from an opponent, somersaulting over them, and the Boomerang returning to thwack them in the back as they turn to hit you. Or grabbing a green shell, throwing the boomerang and then jumping, throwing the shell down while you're in mid air just as your adversary gets knacked. The freedom to concoct strategies, last-ditch all-or-nothing attacks and generally dirty tactics is exhilarating.

And then, of course, there are the characters; a distillation of Nintendo and their history. Link is flexible, agile and has access to special equipment – such as the Hookshot and bombs – from *Ocarina of Time*. Pikachu is small and quick, armed with a variety of devastating electrical attacks. Donkey Kong is massive, and back-breakingly strong. Yoshi can lick up his enemies, and spit them out, or deposit

them as eggs. And Kirby can swallow his enemies, absorbing their powers.

Each of the game's fighting arenas is tied to a certain character, too – and some come complete with added environmental hazards. Planet Zebes, for example (Samus' level) is regularly swamped by a rising tide of lava, forcing you to escape to the highest platform, safe from danger; and the lofty roof of Hyrule Castle features random whirlwinds.

We've been playing *Smash Bros* for over two months now, and are enchanted by the riches the game offers. Those used to stringing ridiculously complex combos together may find it lightweight, but the truth is that Nintendo have created a fighter that disregards such ancient traditions and cannonballs beat-'em-ups forward into exciting new ground.

Oh, and let's not forget that you can have four-player scraps. Not bad, eh?

JES BICKHAM

SECRET STAGE!
There's a hidden arena in *Smash Bros*, which is known to elite fans of the original *Mario Kart* game. It's called *Classic Mushroom Kingdom*, and it comes complete with POW signs, spindly clouds, warp tubes and elevators. And here's how to get it. Start the one-player game with each of the original main characters and any of the secret characters with the difficulty set to Normal and the stage set to *Smash Bros*.



8 VISUALS

Superbly clean and crisp and it moves at a million miles an hour.

8 SOUNDS

Cracking sound effects, a baying crowd and many recognisable tunes.

8 MASTERY

There's a lot packed in here, and it's all finely tuned and well-balanced.

9 LIFESPAN

The single-player game is fine but the multiplayer will have you coming back for ever.

VERDICT

Nintendo triumph again with a beat-'em-up that breaks all the rules, and replaces them with its own. A must-have.



WE MUST SMASH!

And still there's no sign of a PAL release. Well, since we started our 'We Want Smash Bros' campaign last issue, your response has been phenomenal. We'll be printing coupons for it in every issue from now, for you to fill in and return to us, and then we'll pass them on to THE Games to show them just how much we want this game. Until then, NTSC N64 owners in search of some Smash Bros action should phone the ever-lovely CA Games on 0141 334 3901. As for the rest of you... get petitioning!

WE WANT SMASH BROS!

Hello. I positively demand that you release *Smash Bros* here in the UK, as soon as possible, seeing as it's utterly fantastic.

My name is:

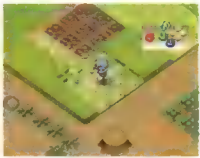
And I come from:

And I shall be terribly upset if you ignore my heartfelt plea.

PREVIOUSLY IN N64 We previewed Harvest Moon last issue. That's right!

PLAN AHEAD

So that you don't forget certain important dates on the farm, there's a calendar pinned to the wall of your shack. You can stick little markers all over it to remind you of all sorts of things, like when Bessie's calf is due, or when the tomatoes will be ripe enough to pick. Careful planning can ensure that you don't have four or five events happening on one day, meaning that you'll usually manage to get most of the work out of the way before lunchtime, leaving the afternoon and evening for fun and games.



△ **Cake shop.** Where the local cake fiends hang out and eat fatty cake.

▽ **Down on the ranch,** it's time to meet your future horsey friend Whiskas.



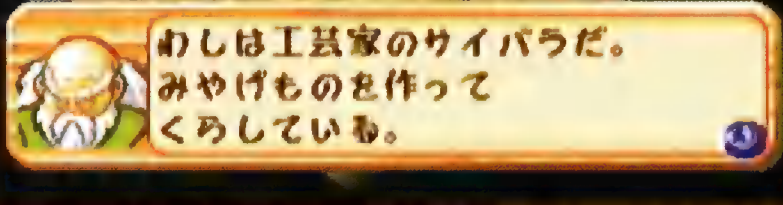
せきん持ってのんどうを見ると
いうのね、子馬をやっても
いいがね。



200Gにのりませが
よろしいですか？

◀ **How much?** for a poxy bag of poppy seeds? Take a hike.

Wire old Bearyman dispenses handy hints. Yes, indeed. Fertilise early, fertilise often.



わしは工芸家のサイバウだ。
みやげものを作って
くろしている。

HARVEST



the magic influences our young farmer to the delightful seed shop girls

Don't let the round anywhere near the farm's only water hole

ここは花屋さんだよ。
野菜の種や牧草の種を売って
いるんだ。



▽ A kind of creepy farming djin, as far as we can tell.



ふん……わがいの、名はなんと
いったらね。



明日の天気よめうです。
明日は全国的に朝からはれで、
青空がひろがるでしょう。

△ The only thing you'll ever find on TV is the weather report.

Without a horse, harvesting smudgs is a small process.

DOWN ON THE FARM

Work hard, play hard. In *Harvest Moon*, as in life, it's the only way to succeed.

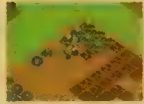
Wake up!

Not the most promising of starts. We left the controls alone for five minutes, to make a cup of tea, and by the time we got back, little Jethro-san (for it is he) was fast asleep and it was too late to get any work done. The burly grocer character was not amused, and we earned precisely nothing.



Sell spuds

Yes! Just as we'd predicted on our calendar, day 11 saw our prized crop of Maris Pipers come to full maturity. Rushing out of bed at 6am, Jethro skipped breakfast and set to work. The whole lot was harvested by 6:30. At long last, financial solvency, and a whole work-free day to kill.



Take photos

How about a commemorative picture? The photo album only has one snap in it at the start of the game. Presumably we were supposed to fill the rest of it with



camera, it'll have to remain empty for the time being.

Smell catnip

While waiting for the necessary funds to clear, we thought we'd pass the time by playing with these cute ginger cats. The fact that they lived next door to the village pub was incidental, of course, and we spent a pleasant afternoon sniffing catnip with them until opening time.



Drink beer

Well, it might not have been beer, since we couldn't read the labels on the pumps. Still, the only way to be absolutely certain we were getting the good stuff



was to sample each and every beverage on the menu. Jethro looked like he was enjoying it anyway, as did the assembled onlookers.

Meet ladies

Belly filled with beer (or, more likely, apple juice and green tea), we thought Jethro might like to begin his search for a prospective wife in this very tavern. He had his eye on a foxy young blonde, but when he summoned up the courage to talk to her, we couldn't understand a word they were saying.



Get lucky

The next day, we thought Jethro might like to go and visit the blonde lass. Walking up the driveway towards her house, we were somewhat surprised to see her standing at the gates yelling at someone. Then she stormed off in a huff, pursued by a large hairy man. Domestic incident! Advantage Jethro...



DEEP POCKETS

In the Game Boy version, you have to visit the tool shed every time you need to grab a new item. *Harvest Moon 2* allows you to carry far more items at once, so when you need to swap your hoe for a bag of seeds, use your **W** brush for an **M**-potion (the magical item used to make cows pregnant), tapping the start button brings up a complete inventory no matter where you are.



MOON 2

Shine on you crazy farming RPG.

Harvest Moon 2			
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The mooing of a barnful of contented cows. The squeal of the farmhouse kittens at play. The monthly cheque from that nice man from the abattoir. Guess which one of those farmyard things you *don't* get in *Harvest Moon 2*.

The ultimate object of the game is to get married. Doesn't sound like much fun, admittedly, but it's the getting there that really counts. You begin as a penniless farmer, living in a sparsely furnished shack. Your so-called farm consists of an empty barn, a spring, and

MASTERY We've found a beach, two ranches, a hut filled with old men, and some pixies. We've also had a dog pee inside our shack.

If you've played a *Harvest Moon* game before, you'll know that old animals never die. Yes, you can sell them back to the shop, but the ingredients of the delicious pasties and pies your farmer lives on are thankfully never revealed.

a large dusty field covered with rocks and dead tree stumps. Nobody's going to want to marry into that, so you're going to have to raise your stock somehow.

On your very first day on the farm, the village mayor takes you on a guided



△ You know Jethro, she could be the one. Forget about the human. This one's well read, fun, and she has you 3 lit.



SPECIAL ITEMS

You tend to come across special items completely by accident, when clearing the field or digging in some remote place. Others can be bought later on in the game – an extension for your shack, a sprinkler, or a fishing rod, for example. They all make life a little easier, by allowing you to work faster or making you more desirable to the opposite sex.

ACCESSIBILITY

Sadly, it's full of Japanese text. You'll still get plenty of enjoyment from building a farm and seeing the sights, but even if you're comfortable with the basic menus, most of the plot will pass you by.

VISUALS

Big, bold and colourful. Shame the map had to be divided into segments though.

SOUNDS

Sounds very much like the Game Boy version, albeit with a little more variety.

MASTERY

There's always plenty to do. It's a great idea, well presented and relatively easy to control.

LIFESPAN

If previous *Harvest Moons* are anything to go by, this one will keep you occupied for months.

VERDICT

Jap text or no Jap text, this is a quality piece of software. But before you import, bear in mind that you'll get a awful lot more out of an English translation.

82%

ANIMAL FARM

A guide to the five types of animal you'll find in *Harvest Moon 2*.

Chickens

Chickens are your basic domesticated jungle fowl, cheap to buy and easy to maintain. All you need to do is feed them once a day and collect their eggs. The eggs can be sold to the egg man, or you can let the chickens keep them to incubate. After a couple of weeks you'll have a fresh brood of cute yellow chicks which will grow into adults without any additional feeding.



Sheep

Sheep are brilliant. Look – the bald ones are even cuter! You can't milk them – nobody in the village is really into that whole sheep's milk thing, but their wool fetches an excellent price down at the market. Since they're more profitable than chickens they take more looking after, and can fall ill if you neglect them. You won't, mind.



Cows

The Rolls Royce of the animal world. Cows are highly strung, and demand constant tender loving care. You'll have to brush them to make them blow snot bubbles, ring the cow bell to make them feel wanted, and push them out into the



pasture when they get too lazy to walk there themselves. They'll reward you with milk, calves, and a warm glow of satisfaction.

Horse

It's just like *Zelda*! You meet the horse right at the start of the game, as a young foal on the ranch, but you can't have it until it's big enough to ride. Once you get hold of it, you can do five times as much work as before. Instead of having to carry your produce to the shipping bin



two items at a time, you can fill the horse's saddlebags with as much stuff as you like.

Hound

Evil, evil animal. The vile hound will prove to be the bane of your life on the farm. Take the hateful creature into your shack and it'll piddle all over your floor the moment your back's turned. Leave it outside and it'll dump all over your crops and worry your sheep. Why can't we have a cat, like in the Game Boy version? Damn those Japanese options screens.



You can visit any place on the map. There's so much to do, so much to see.

field is going to have to be cleared, inch by laborious inch. The land has to be tilled, so that seeds can be planted, and you'll have to water every single thing you plant, every single day. To prevent the daily routine getting monotonous, you'll find that once the chores are out of the way there's plenty of time left for exploration.

So far, we've found a beach, two ranches, a hut filled with old men, and some pixies. We've also had a dog pee inside our shack (much to our consternation, since we'd tried, several times, to find the option to choose a cat as our preferred pet). We met several interesting young ladies, and there was

pleasingly different to any other kind of game you can buy for the N64 that it's certain to convert a good number of people to the farming cause. The only drawback, and it's a rather sickening one, is that *Harvest Moon 2* is currently only available in Japanese. The farming part of it is easy enough to understand if you're familiar with any of the game's prequels, and you can muddle through by using your imagination when the Japanese text begins to flow thick and fast, but the real problem is that you're bound to develop a serious crush on the game. And then you'll feel very sad, knowing that there's so much more to it than you'll ever understand. Come this autumn's English translation, it could be love.

MARTIN KITTS

VERDICT We like *Harvest Moon* an awful lot. It's pleasingly different to any other kind of game.

tour of the local area. You'll see horses grazing on fields of lush grass, barns filled with cows and sheep, shops selling all manner of desirable goodies, and affluent citizens tending their well-kept gardens in the sun. And you'll want to become a part of it all, to find out what's inside those houses, what's hidden at the end of the dirt path the mayor wouldn't take you up, and what goes on in the tavern after dark.

The only way to accomplish any of that is to work. That patch of dirt you call a

much debate in the office about which one would make the most suitable life partner. Jethro-san, our farmer, seemed to take a shine to an unattainably beautiful blonde girl, but the general consensus of opinion among his human advisers was that the sweet, demure librarian would be the better bet for a stable relationship.

We like *Harvest Moon* an awful lot. In fact, there's very little you could possibly dislike about it, unless you have a genuine hatred for all things RPG. It's so



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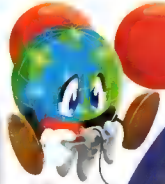
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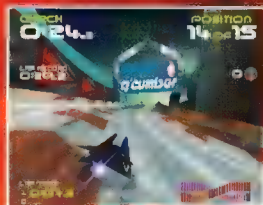
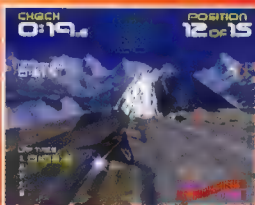
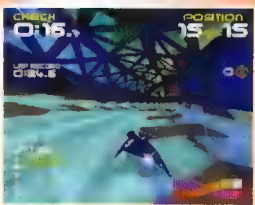
Club 64



This month's top guide: WIPEOUT 64

Become invincible with the help of our lean, mean, fighting machine of a guide! You won't regret it...

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Whup some Grade A ass with our awesome multiplayer guide!

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Ganon larges it up! (Read on to find out.)

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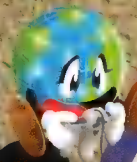
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Crashes? Hooks? MC Funkie Drumma?
Whatever you've got to say, here's the
place to say it.



'Ipswich'

I was reading the article about *Perfect Dark* in N64/25 – while watching a rather dull Ipswich Town match – when the letter about a possible create-a-player mode caught my eye. How about going one better using the Game Boy Camera? You could take a picture of yourself and download your details into the N64 game, thus creating a player who had your face (but maybe not your attributes). It would be a great way to actually kill your friends!
Charlie Milroy, Essex

What a fantastic idea! Not quite sure whether there would be enough detail on the Game Boy Camera picture, but still... The idea is genius. So good, in fact, we're sending it to Rare.
Ed



Correction corner

It was all James' fault anyway...

In your *Nin-novation* feature in N64/22, you said "...the N64 was the world's first console to be supplied with an analogue stick as standard". Jason Moore, who writes *Retroworld*, will back me up when I say the first console supplied with an analogue stick as standard was actually the Vectrex, made in 1982. Okay, so it lived a short life, but analogue it was.
Jay Bell, Manchester

Surprise you think you're clever, don't you? (Which you obviously are.)
Ed

In the 'So Tell Me This' section in Club 64, Ricky Smith from Leicestershire asked about Xenia: Warrior Princess. He said Xenia. No, no, no! Xenia is her from

GoldenEye. Xena is her on the TV. Proof is enclosed, in the form of a cutting from the Sky TV guide.
Gary Salomon, Gloucester

Goof. Too much GoldenEye, obviously.
Ed

Your game compendium that came free with N64/24 has a mistake in it. On the last page you gave out some cheats for F1 WGP under the heading 'Get Silver Driver', but on the second-to-last line it says "A new Gold driver will be available". Who did that, then?
Anthony Ford-Dunn, Liskeard

Another mistake by Andrew. Heads will roll for that, for certain. (But not necessarily hers. We wouldn't want her to get angry.)
Ed

'Onto something'

I reckon Sam, the two-year-old whose moral character is being destroyed by *GoldenEye*, may be onto something with the D-pad/analogue combo. Look at the screen closely and you'll see he has the Magnum cheat on, proving that he's completed the game on Agent, at least!
Sean Russell, Fareham



Hockenheim and hit the wall at 530mph.
Harry Cronin, Kenilworth



Nice going. We've had stacks of crash footage sent in on video too, which we'll be showing off in more detail next month. But we want more! If you've got a spectacular crash on film, send in the video and we'll feature the best in a montage o' death. Also, we're looking for the most dangerous F-Zero X Cup track EVER! Again, record your randomly generated track of doom and send both F1 and F-Zero entries into: Crash-mandu!, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW. The most frighteningly lethal one wins a stack of N64-style goodies.
Ed

Good spot. That means he must have been playing the game for at least, ooooooh, a week, so he's probably ready to embark on some sort of mental rampage by now. Maybe we should warn the Daily Mail. Idiots.
Ed

'Anywhere'

There seems to be quite a big thing about non-linearity these days, especially where Zelda is concerned. But I don't reckon Zelda's quite as non-linear as everybody thinks. True,



you can go anywhere in Hyrule, but whether you can actually do anything when you get there is a different matter altogether.

'Four wheels'

In response to Tom Pemberton's letter in N64/24, I have now managed to lose all four wheels in one crash on F1 World GP. I used the Gold car on



Tried getting Din's Fire before you get the Magic Sword swipe? I have and it doesn't work. I'd say *Zelda*, as wondrous as it is, is not nearly as free as *Mario*.

Joe Maxey, Kendal

Mmm, interesting. No, *Zelda* isn't quite as free as *Mario* but, then, *Zelda* is heavily story-led, which means the structure of the game has to follow the direction of the story. *Mario* didn't have a story – or, at least, not one quite as twisty-turny as *Zelda*'s – so it could pretty much do what it wanted, in whatever order it chose. Fair point, though. Ed

'Hook'

In *Zelda*, I think I may have found a location for one of the 64DD 'hooks'. It's located in Kakariko Village, behind the windmill, and is the grassy trail stretching off into the distance (trees to the left, mountain to the right). However, the tall fence blocks all access to the area.



△ Could this be where one of the 64DD 'hooks' is? Ooooh now, that's a question and a half.

There are two reasons why I think this may be a 'hook': 1) The world map has a blank area in the top right corner, bordered by Death Mountain, Zora's Domain and Kakariko Village. The 'hook' could lead to this area; 2) Having nearly finished the game, I can't think of any other areas that you can see but not access. All other areas are bordered by impenetrable forests, mountains or sheer drops, not trails leading off into the distance. Any thoughts?

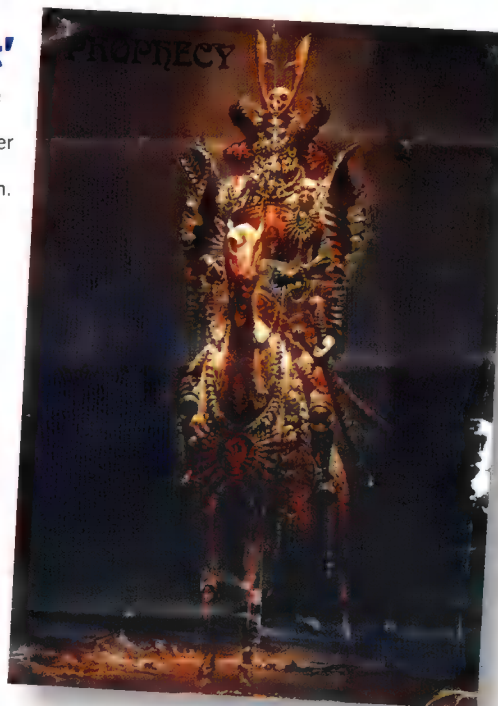
Tony Phipps, Northampton

Sounds all-too-possible, especially as *F-Zero X* has already come complete with a 'hook' and Miyamoto recently confirmed *Zelda* has them too. Quite how DD compatibility would benefit the European and American markets, though, is unclear, as neither will get the add-on. Perhaps it might work like the forthcoming Banjo-Kazooie/Tooie combination, eh? Ed

'Larging it'

I was playing *Zelda* the other day when I noticed this familiar flyer on my wall from a nightclub in King's Lynn. Could The King of Evil be larging it up in 'da house' of a Saturday? John-Paul Wooltorton, Great Yarmouth

Well, he did have to wait eight years between games so maybe Ganondorf thought a couple of appearances in a King's Lynn nightclub, alongside Jo Jo Rock, MC Funkie Drumma, Mista Freeze and Slipmatt (these, by the way, are real) would fill the time. He appears to be pretty, er, phat too. Shame his horse looks like it's suffering from malnutrition. Ed



△ Ganondorf. On a ragga tip in. er, King's Lynn. Got to start somewhere.

'Disappointed'

Am I the only one that's somewhat disappointed with the great *Turok 2*? Beaut graphics, great weapons and fantastic enemies but there are lots of things that are far less impressive: linear levels, basic enemies and horrendous slowdown in places – even with the aid of the expansion pak. Some of the original game's more open levels were far more exciting.

S. McKee, North Ascot

True enough, *Turok 2* wasn't perfect. But, then, neither was *GoldenEye*.

We just thought it was stacks of fun, packed with brilliant bits, loaded with top class weaponry and completed by a smilesome, if not flawless, multiplayer mode. It had its problems, definitely, but it's about as close as any third-party has ever come to the magic of Nintendo's own games. Ed

'Bottom half'

Following on from last month's letter on how to switch the colours on your joypad, I've found a way to ensure you have your own personal colour

DREAM ON

POLICE FORCE 2000

You command a squad of small-town cops. You're the main man, directing the cops and trying to combat crime. The more criminals you catch, the more money you get, the more money you get, the more you can build. We're talking stuff like hi-tech cars, helicopters, bikes, advanced prison security systems, more prison guards, better weapons. Levels will include being able to raid casinos and kill whoever you want. Also, when a criminal goes to court, you are the judge and you decide his fate. If it's execution time, you can make it private or public. You can even watch it if you want.

Andrew Harriot, Edgbaston

Sounds like a pleasant little game. A bit like the reverse of PC game, *Gangsters*. Except about ten times as violent. Ed

More ideas for Nintendo to nick...

THE LEGEND OF ZELDA: GANONDORF'S REVENGE

Ganondorf has escaped and stolen the Ocarina of Time! This means that Link and Zelda's daughter must find the three spiritual stones and the sacred Harp of Light, as well as follow Ganondorf back in time and try to prevent him from killing the two parents. (A bit like *Back to the Future*, then? Ed) The King of Evil has also zombified everyone with the ability to hear the lullabies, so you must also destroy the source of each lullaby and awaken the people, fighting Ganondorf at the entrance to the evil realm too.

Bazza Woodward, Aylesbury

Sounds like you've sorted the story out. Now all we need is three long years of development time. Ed

GO!
GO!

BONUS LETTERS

Just get the gold toffee wrappers and stick them to your specs.
Joe Little, Twickenham

I wish Rare would hurry up with *Perfect Dark*.
Andrew Pearl, Stowmarket

Can I come and make you coffee?
Harriet Butler, Bristol

Is Bath entirely populated by morons?
William Dorman, Wells

He was suffering from Buck Bumberitis.
Steven Polly, West Auckland

Is there a Timber the Tiger fan club?
Dean James, Bristol

If you print this, try and cut it in length. I do go on a bit, don't I?
Alastair Brotherston, Scotland

What's so good about *Zelda*?
Chris Bertenshaw, Crewe

Wet von Lion!
Joe Gordon, Bromley

I could go on forever about infinite qualities.
P MacDonald, Hertfordshire

If I tried to get a girl to play on my N64, I'd probably get a slap round the face.
Chris Charlton, Cambridge.

choice. What you do is unscrew all seven screws and the two memory card slot screws from the bottom half of the pad, then remove the Left and Right shoulder buttons. Now pull out the analogue stick and mother board (as well as unscrewing the joystick screws). Lastly, remove the A, B and C-buttons and you can paint the empty shells whatever colour you fancy. Now just let them dry.
Oliver Catt, Clacton-on-Sea



Plainly, there's not much in the way of entertainment in Clacton-on-Sea. (Still, you can't argue with the dazzling, luminous green joypad, which now frequents the N64 office.) **Ed**



Link playing tennis. (Who'd have thought it?)

'Tennis'

Those tennis fans waiting for an accurate simulation of their favourite sport need not look any further than *Zelda*: get to the first battle with Ganondorf and voilà! Thwack the energy ball backwards and forwards and you've got a *Super Tennis*-like game of racket and ball. Oh, and if you get a mate to do the same on their copy, it'll look like you're playing doubles. Not only will you have a really top notch tennis sim but you'll have the best game ever to boot!
Chris Charlton, Cambridge

You could do that, sure. **Ed**



'Link outfits'

My favourite game on the N64 is *Zelda*, and my little sister Nicole likes playing it too. So, my mum made us real Link outfits, as you can see. What I'd like most, though, is to have my very own ocarina. That is my dream.
Susan Stempher, Holland



Top Link costumes! We want more of these, yep...

Fantastic! Andrea also wears one of these into work. Chafes a bit in the warm weather, apparently, but it's handy camouflage when she's sleeping rough. **Ed**



So tell me this

When are we going to get a light gun game for the N64?
Adam Bown, Kent

A bit of a mystery, unfortunately. The admittedly rubbish Knife Edge was a prime candidate, but we reckon it might take Nintendo to initiate anything like a light gun peripheral.

1. Digitaliser on Channel 4 said that *Super Mario 64 2* had all but been canned. Is this true?
2. Will *Perfect Dark* have a two-player co-operative mode?
3. Is there any chance of a *Half Life 64*?

David Hepworth, Sunderland

1. No. Or, at least, not yet. Shigsy has hardly mentioned the sequel to *Mazza*, except to say he

had *Mario and Luigi* up and running in an early version. He did hint, however, that he wouldn't be starting a sequel just yet. Which is probably where the story came from.
2. Unlikely. It would be fun, though, wouldn't it?
3. It has been mentioned as a possibility by publishers Sierra, but original developers Valve have said they won't be doing the conversion. Which is a bit of a set back, isn't it?

Will there be any boxing games for the N64 and if so, when?
Colm Tighe, Ireland

Not in the near future, that's for sure. On the Playstation, it's JVC and EA who do the boxing sims, and JVC haven't done, and don't plan to

do anything for the N64. EA, though, might have committed most of the rest of their spare games to the N64.

1. Any news on the rumoured *Grand Theft Auto 64*?
2. How do you think *Carmageddon 64* is going to rate?

Benjamin Lanlor, Dublin

1. Filly rumours, these. *GTA 64* isn't very likely at all, so DMA tell us.
2. Well, an early version we saw still needed stacks of work, so we're a little unsure at this stage. But we'll see when a review copy turns up in a couple of months.

Whatever happened to *Exhumed 64*? It's still in your Ultra Release List!
Richard Sweeney, Bridgend

Good question. We haven't heard a thing since it was announced almost two years ago. Which leads us to believe it's gone the way of *Robotech* and *Bugle Boogie*. Shems, really.

1. Any news on Paradigm and Video System's *Harrier 2001* or *Flights of the UN*?
2. Will *Need for Speed 64* be a conversion of *Need for Speed 3* on the PC?

Tom Anders, Dartmouth

1. Mysteriously, they are one in the same. Or, at least, *Harrier 2001* used to be *Flights of the UN*. Oh, and if you nip to our Previews section, we've got the first shots of the game in there.

2. No. It'll be a stand-alone game with unique features. It will have the game engine, though, as the okay-ish PC version.

The N64 Quiz

MAGAZINE

Money, money, money (dum, dum), something funny (dum, dum)... and that...

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Well, here we are again, eh? Fifty of the best is awaiting you and all you need to do is answer the questions below. Oh, and be the first person out of the

hat, obviously. But, you know, with a bit of luck, that's all too possible. So, anyway, the more time we spend chatting, the less time you have to enter. Sooooo, try your hand at the questions below. Go!!

1	Which game, this issue, is shaping up to better Gran Turismo?
2	"Your ass, your face..." Complete Duke's favourite catchphrase.
3	Which games, reviewed this issue, use the 4Mb expansion pak?
4	California Speed. Speedy or weedy?
5	Kenny, Kyle, Cartman and... a) Brian, b) Dr Mutha, c) Stan, d) Moses?
6	How many Iguana games are featured this issue?
7	How many kids are there in Snowboard Kids 2?
8	Nintendo are based in Kyoto. Kyoto is an anagram of what Japanese city?
9	When is Harvest Moon coming out in the States?
10	How many games are reviewed in Planet Game Boy, this month?

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 3. The Editor will pick the winning entry from his shoes.
 4. The prize will be a cheque for fifty British pounds.
 5. You blew it! You BLEW it!

Last month's winner was:
 Daniel Alison from Birmingham. Congrats to him!

The N64 Quiz My answers are as follows:

1. _____	6. _____
2. _____	7. _____
3. _____	8. _____
4. _____	9. _____
5. _____	10. _____

Good, no? Oh, and you'll probably be wanting this too...

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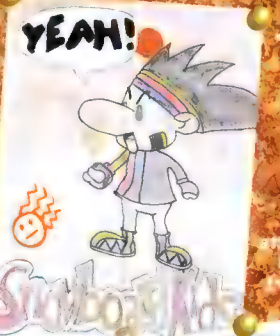
Go on, be artistic!



▲ I would as a girl thanks to Zeeley from Bristol



▲ Big Party from London sent off these scary Wreavers



◀ Not in time for this month's review. Yeah was sent in by Edward Rumpkins from Kent. Like you no chance for smack! Well done to Luke Guiner from Gloucester



◀ Computer generated art sent in by Fries de Padara from London



▲ Well done fan Wilkes from York & West

GO! GO!

WRITE YOU ARE!

Reviewing. Hardest game in the world, that is. Well, sort of.

One of our reviews you don't tend to agree with, is there? Didn't think *Turok 2* was all it shaped up to be? *GoldenEye* – shock! – disappointing? *F1 World Grand Prix* a bit dull? Would have actually preferred *Brogue Squadron*? Then, here's your chance to get it out in the open.

Our Reader Reviews page is a page full of opinion, and that opinion is not *our* opinion – you've had

plenty of that – but *your* opinion. All you have to do, if you want to have your say, is draft up 100 words of controversy (or maybe even agreement) and then send it off to the following address (it really is that easy):

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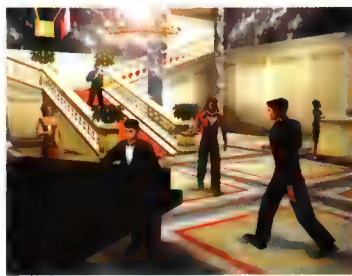
MISSION: IMPOSSIBLE

Okay, so it's got its fair share of problems, but *Mission: Impossible* is still fantastic fun to play, not least because the missions themselves are so varied. One minute you can be legging it through a submarine pen, the next you can be breaking into a top secret CIA library. Ace!

The graphics are tidy and moody, the music is good, if a bit muffled in places, but it's the way you can stealthily creep around, spray-painting CCTV cameras and knocking out guards, that is the best bit. I reckon *Mission: Impossible* is a very close second to *GoldenEye*.

Dale Bryant, Nottingham

88%



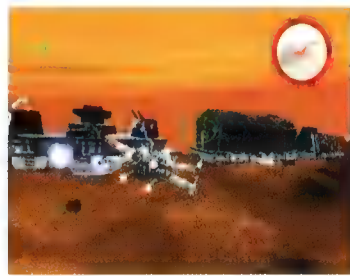
ROGUE SQUADRON

Talk about dull! I nearly slipped into a coma playing through the missions in this boring Star Wars game. They're all the same! Fly here, do this, fly back, kill a few Tie-Fighters and/or turrets, then watch while a cut scene runs through the motions. Yawn.

At least *Shadows of the Empire* had a stab at doing something a bit different, even if it wasn't completely successful. *Rogue Squadron* just feels like you're going over and over the same ground. The only saving grace is that the visuals are superbly sharp with the expansion pak and the music is brilliant. But even those are spoilt by some dreadful fogging. A let down.

Andrew Gordon, Wirral

47%



TOP GEAR OVERDRIVE

What were you talking about?! *Top Gear Overdrive* is the best driving game on the N64 – even better than *F1 WGP*! It looks utterly stunning and has a highly impressive soundtrack too. But, more than that, the tracks are so clever. Have you ever seen any pop-up in *Top Gear Overdrive*? No you ruddy well haven't! And that's because there is none. It's amazing!

The secret cars are completely brilliant too, as are the courses themselves – especially the city course, which took my breath away – and, overall, this is the best game on the N64.

Billy Simpson, Manchester

91%

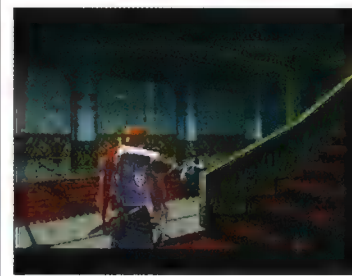


CASTLEVANIA

After literally years of waiting, I was completely devastated by the N64's first *Castlevania* game. It's rubbish. The camera is absolutely dreadful, especially when you've got tonnes of those horrible skeleton enemies running at you, while many of the levels are tragically linear, just requiring you to go from place to place and solve basic of puzzles. Even worse is the maze section which has to rate as possibly the worst bit in any game ever. I can't remember a time when I've been more frustrated. It was so awful I couldn't even finish it. I couldn't give a monkey's about atmosphere, *Castlevania's* appalling.

David Swales, Dorchester

34%



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HOW TO...

take gold every time in

WIPEOUT



It's toe-curlingly hard but the rewards make it all worthwhile. Read on...

Wipeout 64 is one of the toughest games on the N64. It offers the sort of challenge that die-hard gamers revel in, testing skills to the very limit and separating the men from the boys. Here at N64, though, we've managed, through extreme patience and hard work, to earn every single gold award. This guide, then, is designed to drag you out of those sticky moments and, as if that wasn't enough, we've also included a list of all the game's secrets and how you go about unlocking them. Read on...

WHAT WE SAID



We reviewed *Wipeout* in issue 23 and this is what we concluded:

"Another racing triumph for the NES. Hard, swasty, mind-boggling and, above all, really good fun."

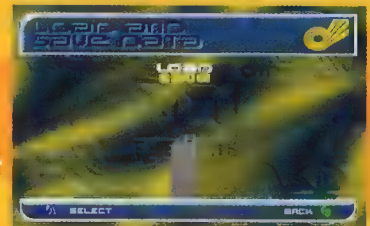
88%

IMPORTANT!

The challenges in *Wipeout 64* are teeth-grindingly difficult. So hard in fact, that whenever someone in the office managed to complete one they were given preferential treatment for their valour. So, imagine completing a few of those incredibly tough challenges and then forgetting to save your game before turning off the console for a quick game of *Mario Kart*. Imagine it happening time and time again. In an age of on cart back-up and frequent

'Do You Wish To Save?' notices in just about every game that uses the memory pak, there should be no excuse at all for a game to cheat its user of their hard-earned victories. Especially such a difficult game as *Wipeout* and one that crashed on us more than a few times.

Our point is always, *always* save before moving on to the next challenge. Learn from our mistakes. Or just laugh at how absent-minded we are.



Wipeout isn't the only... part... advice?... and get... regular... Don't, you,

Lap! Save! Now!... the... the... the... the...



WUT 64

by Daniel Glenfield

GENERAL TIPS

TURBO START

Essential for getting a place in the top three, the turbo start is easy to perform thanks to the thrust gauge in the corner of the screen. At the beginning of a race, move the gauge about three quarters up (just after the point where it begins to straighten out) and repeatedly tap A to keep it above this level. When the announcer shouts "Go!" you'll reach top speed almost instantly and depending on which craft you're

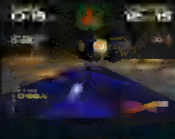


using, and as long as you don't go crashing into the side

walls, you'll reach a top five position in a matter of seconds.

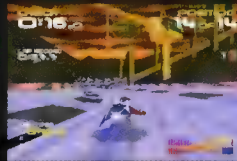
ZIP IT

The blue triangular symbols that litter each track will provide you with a brief speed boost. These are particularly useful after a crash but even more so if you can memorise the location of each one and then pass over two or three of them in quick succession – your craft's speed will increase significantly with each one.



CORNERING

You can take most of the corners in the game (apart from those on Machaon II) at top speed, providing you get into position early enough. As you approach the bend get onto the outside of the track and then swing your craft in early, pushing hard on the stick, so you are just a cat's whisker away from the side.



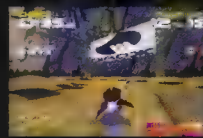
You should glide around the corner with ease!

ADDITIONAL

When competing for a gold award you'll have to hug each bend as tightly as possible, otherwise you've little or no chance of coming first.

AIR BRAKES

The air brakes are very hard to master but essential for Machaon II. As you approach a tight bend (the first turn of the aforementioned course, for example) get into the middle of the track and hold Z or R, depending on which way you want to turn. Push



the stick hard to slide the craft and as soon as it's pointing the right way release

the button to regain control.

When used together, the air brakes can act as an emergency stopping tool. Unfortunately you lose too much speed to make it practical for cornering. We asked speed demon James what the stopping distance would be at 1000 mph, but he soon ran out of fingers and toes to count on.

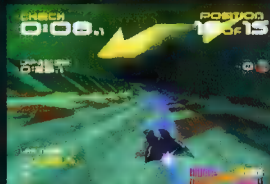


WEAPONS

Big, bold, and beautiful are the three words best suited to describing the offensive capabilities of *Wipeout 64*. The Quake Disruptor has to be seen to be believed!

MISSILES

These deliver a short, sharp shock to an opponent and, while they don't do a lot of damage, their heat-seeking capabilities make them great for stalling and overtaking tactics. When 'Rear Lock' is displayed hold Down on the analogue stick and tap B to send a missile into the craft behind, just like a green shell from *Mario Kart*, in fact.



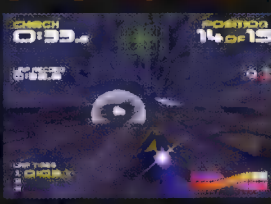
ROCKETS

A handy power-up for use on straights (long range) or corners (short range) because, due to the three rockets being spread out,



you're almost guaranteed to hit a craft even if your shooting isn't top notch. Whenever someone tries to overtake simply turn and fire all three rockets into the hull of their ship to cause extreme damage, if not destroy it altogether.

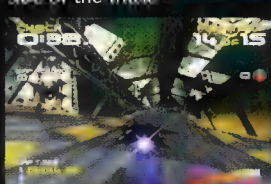
ELECTRO BOLT



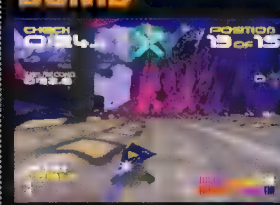
It looks weak and unimpressive, but it's the perfect tool for revenge (especially in multiplayer) as it locks on to an opponent and slowly drains their shield energy and speed, allowing you to overtake. If collected during Weapon challenges quickly replace it with another power-up, as it's too weak to be of any practical use to you.

QUAKE DISRUPTOR

This causes a tarmac tidal wave to rip through part of the track, taking a huge chunk out of your opponents' energy bars. Don't use it at close range, instead wait for the enemy craft to get further away before unleashing the wave. Use it on corners and you can disorientate others, and even throw them into the side of the track.



THUNDER BOMB



A Team 64 favourite this, the smart bomb damages all the vehicles on screen and ones behind (at very close range), taking out nearly half of their shield energy. With Cyclone technology it can destroy whole ships in a single blast, allowing for multiple kills.

SUPER WEAPONS

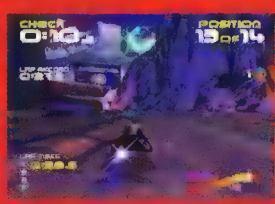
AG SYSTEMS – SHIELD RAIDER

This is an excellent weapon for any challenge, as it drains all the shield energy from an opponent so a single collision will destroy the craft. Use at close range so it can be followed up quickly.



AURICOM – ENERGY SPHERE

This requires precision aiming and is easiest to use on straights. Hold B to charge it up and then release B to fire at an opponent. On corners you'll have to aim ahead of your target so they fly into it – the beam's not very fast.



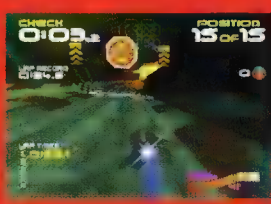
QIREX – POWER SNARE

Probably the worst of the super weapons because of its lack of power, the Snare is best used for halting others so you can overtake. Its position will depend on which side of the track you're on when you activate it.



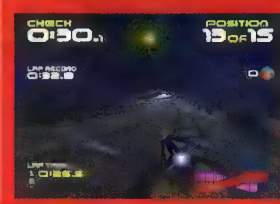
PIRANKA II – STEALTH

Imagine the Ghost power-up in *Mario Kart* combined with Invincibility and you've got a good idea of what this weapon is like. It doesn't last long though so make the most of it!



FEISAR – MINI GUN

It looks pathetic but it packs a mean punch and can take out any craft in seconds. Don't bother trying to use it on slopes, though, as your shot will just go straight into the tarmac.



SECRETS!

BONUS TRACK

To unlock Velocitar you must win at least bronze medals on all six Race challenges. This track is for speed freaks only!



EXTRA VEHICLE

If you finish the Time Trial challenges with at least a bronze you'll be allowed to use the Piranha II craft, which easily outclasses the others.



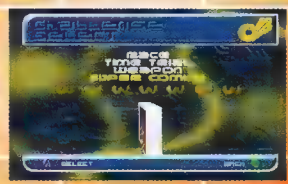
SUPER WEAPONS

Get bronze or above on all six Weapons challenges to earn the Cyclone technology. This beefs up your offensive capabilities by 100%, but is unavailable in challenge mode.



NEW CATEGORY

To unlock the Super Combo challenges you must first complete all the others, getting at least a bronze medal on each.



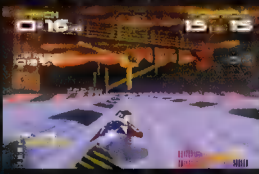
MORE CHALLENGES

By getting six gold medals in any one category a seventh 'Gold' challenge becomes available. There are four in all – check the tips above to find out how to beat them.



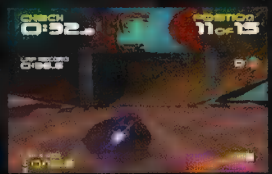
MINES

If you lay these across the track (especially on corners) you'll create big problems for anyone following behind, making this an ideal multiplayer weapon.



You can also drop mines in mid-air – although it's harder to place them – or on the cheater area before the finish line where they are difficult to see.

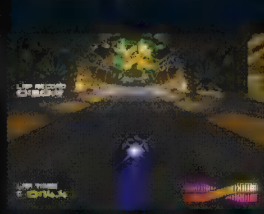
SHIELD



Doing exactly what it says on the tin, the shield prevents any further energy loss from weapons or crashes. The downside is that while it's active you can't use any artillery that you may have picked up, which is a shame.

TURBO BOOST

Accelerating your craft to well beyond top speed, the turbo boost can only be used on straights – unless you want to cause major damage to your shields. It can be used to recover from a crash but only if you're near a straight, otherwise you'll hit the side again. Generally they're best dropped to make way for another power-up.

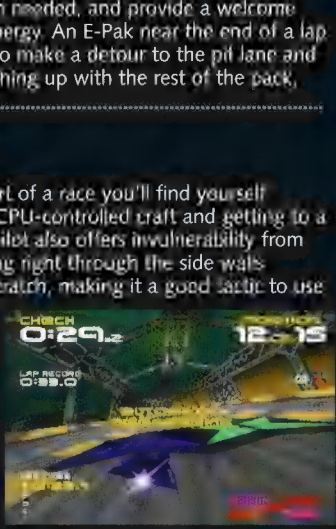


E-PAK

These only appear when needed, and provide a welcome top-up to your shield energy. An E-Pak near the end of a lap means you don't have to make a detour to the pit lane and can concentrate on catching up with the rest of the pack.

AUTOPILOT

If activated near the start of a race you'll find yourself overtaking quite a few CPU-controlled craft and getting to a top six place. The autopilot also offers invulnerability from crashes, sometimes going right through the side walls without so much as a scratch, making it a good tactic to use if you're about to smack into the side. Knowing when it's going to disengage is a problem though, so press Bottom-C to do it manually when on a straight or easy bend.



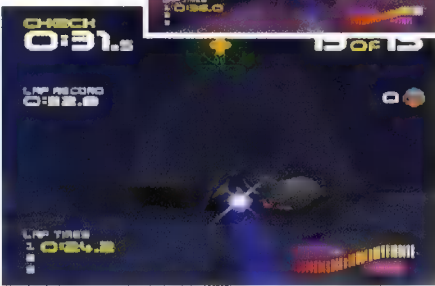
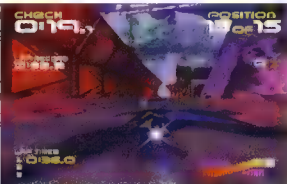
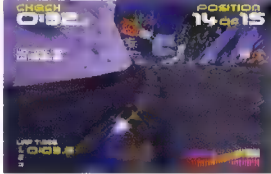
THE CHALLENGES

Race/Time Trial

We've grouped these together as Race mode is essentially Time Trial with weapons and other racers on the track. The tips below apply to both modes.

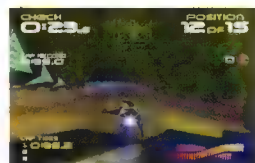
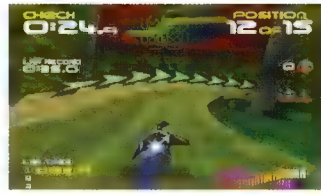
RACE 1 / TIME TRIAL 6

- Although you're piloting the slowest craft it is possible to come first, as long as you hit EVERY zipper on the track.
- The Mini Gun is a godsend for this challenge. Its long range means it makes short work of any competitor out in front, making it especially helpful on the final stretch.
- The tunnel is the only difficult part of the track – it turns into a reverse 'S' shape. Go left then right after the checkpoint, and if you hit the sides it's back to the start.



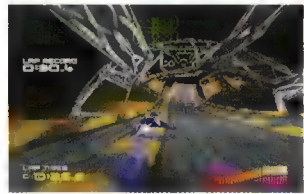
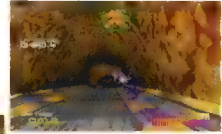
RACE 2 / TIME TRIAL 1

- As you approach the end of the first tunnel move to the left and turn early so you can catch the two zippers on the right of the track.
- After the first checkpoint there's a right turn. Hug the right wall and remember to hit the zippers on the left when the track straightens out.
- For the 'S' bends immediately after stick to the outside of the track and turn early to pass over each of the speed ups. There isn't time to straighten out so keep weaving.



RACE 3 / TIME TRIAL 5

- The CPU cars in front are exceptionally good at this track so it's vital that you hit every zipper on the track. It's a very tough race indeed.
- As you enter the mouth tunnel hold up on the analogue to stick to the track. As you go uphill push down on the analogue to minimise speed loss, and hit the zipper on the right.
- Save the Autopilot power-up for the bend after the first checkpoint. Activate it on the straight to ensure you hit both zippers, then disengage soon after. Hug the bend so you hit the two zippers, but move to the outside for the next two.

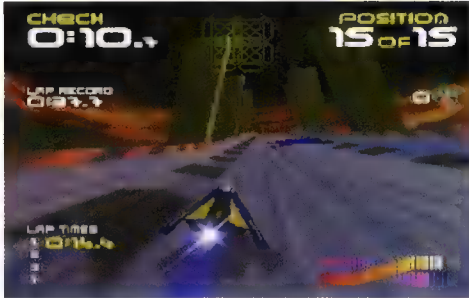


THE CHALLENGES *continued*

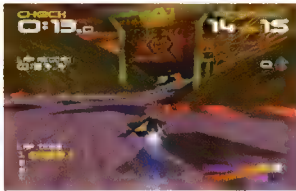
Race/Time Trial

RACE 4 / TIME TRIAL 2

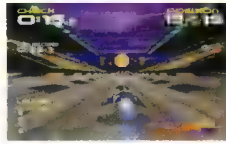
■ It may seem like a daunting task – having to come in the top three piloting the slowest craft – but it actually works to your advantage. The Feisar's excellent handling allows you to take corners with precision, making it quite possible to catch up with the race leaders.



■ The Feisar suffers a dramatic reduction in speed when it comes to going uphill. Thankfully there's always a zipper just before the slope which should get you to the top without any speed loss.

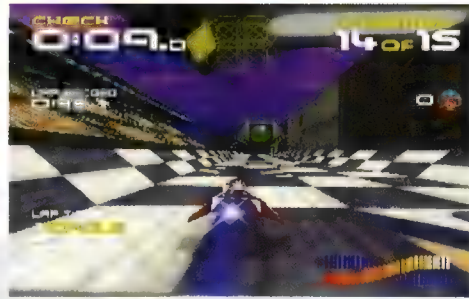


RACE 5 / TIME TRIAL 3



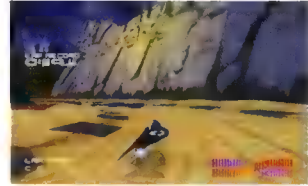
early, then pull down to stop bouncing. Landing early gives you the chance to stop bouncing. Landing coming up, and remember to hit the zipper at the top of the hill (on the right).

- Save your Autopilot for the tricky corners (after the jump for example) so you can avoid crashing.
- At the big jump hold up on the stick to land



RACE 6 / TIME TRIAL 4

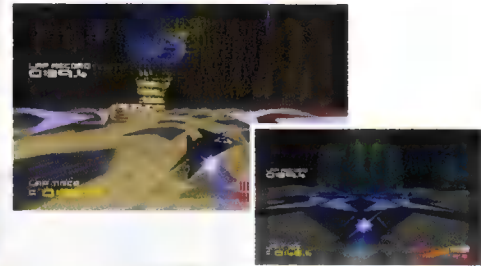
■ You'll need to use the airbrakes around most of the bends on this track, making sure that you don't slow down too much. As soon as your craft is pointing in the right direction hit the accelerator and go!



■ It is essential to hit the zippers to regain the speed that you lose from cornering.

■ When you take the jump at the end of the course hold down on the analogue to fly further than your opponents. This is a great last-ditch attempt to take first place!

NOTE: For Time Trial hold down, but as you begin your descent tap B to activate the Turbo Boost.



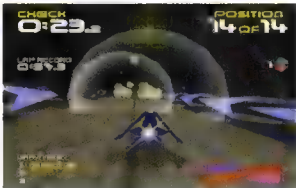
Weapons

WEAPON 1

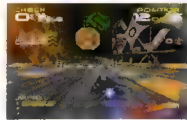
■ There are lots of corners on this track that the CPU craft have to slow down for. This is a perfect opportunity to use Rockets, because at close range they're devastating and can rip a ship in two.

■ Only use the Mini Gun on straights or downhill sections so that ammo isn't wasted.

■ The majestic handling of the Feisar means that you shouldn't need the airbrakes much, but keep using the zippers to ensure you make the checkpoints in time.



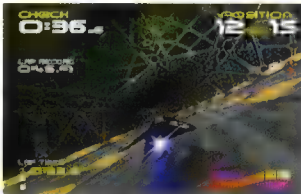
WEAPON 2



lap slow right down and come to a stop on the two weapons points (it takes a while to come to a stop so press Z and R early).

■ Point forwards and tap B as fast as you can to destroy any craft that overtakes. You can rack up quite a few kills this way.

■ With 20 seconds to go, step on the gas and complete the lap. Now repeat for the last one (if you're a few kills short) to get a gold award. Easy!



WEAPON 3

■ Your craft's super weapon is essential for getting a gold award for this challenge. Don't waste it.

■ Keep an eye on your shields, as they get drained very easily on this level through collisions with others on the narrow track.



WEAPON 4

■ Catching up with the CPU crafts is easy on this track so you can afford to slow down and take out those in lower positions.

■ The Energy Sphere, when fully charged, will rip through an opponent's shields like a hot knife through butter. Stay behind until you get to a straight then open fire to get an easy kill.



WEAPON 5

■ You'll need to airbrake around a few of the corners so be ready to drop your speed and slide.

■ At the big jump remember to come down early to give yourself more time to prepare for the bend.

■ After the long bend near the end of the lap stay on the right to grab the last power-up before the finish line.

WEAPON 6

■ In the first tunnel stay on the right to pick up an extra weapon. It doesn't matter where you come in the race so you can afford to take it easy!



■ The end of the track is great for a few easy kills as the CPU cars are vulnerable here.

Super Combo

Combining Race and Weapon challenges the Super Combo contests are all about hit-and-run tactics, and are a test of any *Wipeout* player's skill. After playing Time Trial for a while you'll know the tracks well enough to get a top three placing but the number of kills is always a problem, since you can't afford to slow down and pick them off.

COMBO 1

- Don't use your super weapon on the 'S' bends at the end, as there's a good chance you'll miss despite getting a lock-on. Wait until the track straightens out before firing, then pick up another weapon and shoot before they head for the pit lane.
- Save your Rockets and Shield Raider weapons for use short range, and use the Quake Disruptor and Thunder Bomb at all other times. Dump any other weapons as they're not powerful enough.



COMBO 4

- Get rid of Mines, Missiles, and Electro Bolts quickly as you need to make room for the more powerful weapons.



- You really do need to hit every zipper on the track to have any hope of coming first. Miss just one or two and you've had it!

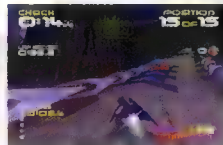
COMBO 2

- As soon as you pick up an Energy Sphere hold B to charge it up but only release it when you're close to an opponent. The closer you are the more damage it'll do, and with a fully charged weapon you can destroy another craft with one shot.



COMBO 5

- Definitely the hardest challenge in the game, Combo 5 is down to luck not skill. Equipped with only the weak Power Snare racking up kills is frustratingly difficult. You've just got to hope that the CPU craft fight amongst themselves without blowing up. After hours and hours we discovered a sneaky way to get a gold.



Race through the first four laps at breakneck speed without hitting the sides. By the start of the

fifth lap you must be in first place with at least 30% shield energy. After you pass the first checkpoint and enter the tunnel, slam on the brakes and steer into the wall, parking yourself on the weapon grid (you'll keep bouncing into the wall for a while but your shields should hold). By stabbing B as fast as possible you can take advantage of the CPU's racing line and destroy each craft that passes with multiple snares. Once the timer gets to 15 seconds you've got to make a move to get to the next checkpoint.

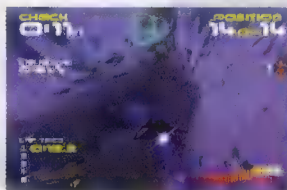
COMBO 3

- Having to destroy eight other competitors may seem daunting but since your Shield Raider is the only weapon available your kill tally may well go into double figures. You can use it to drain an opponent's shields before firing another one to finish the job.



COMBO 6

- The Thunder Bomb is the best weapon to have on this track – it enables you to damage several opponents at once and allows you to overtake. Save it for a group of competitors, or to slow down one of the top three.

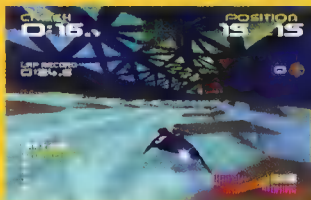


- Hit the zippers as often as you can but you'll need to use the airbrakes on certain corners to ensure you don't crash.

Gold Challenge

RACE

- Taking place on Velocitar this adrenaline-soaked challenge can only be beaten once you know the track inside-out. The only way to ensure first place is to hug the bends, hit the zippers to stay with the pack and make sure you don't hit the sides at all.
- On such a hard course a shortcut would be nice wouldn't it? Well, just after the tunnel, when the track starts to dip, push hard right on the analogue to fly over the side rail. Adjust your craft so it lands on the zippers and you should have moved up a few places. This is an excellent way to clinch a top five place on the first lap!

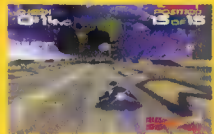


- The hard turn in the red area near the end of the lap is very tricky, but it can be done smoothly. Get into the middle of the track and, as you approach the bend, hold R to brake and push the stick to slide around it. Keep it short and hit all the zippers remaining to regain your speed.



WEAPON

- You've got six opponents to destroy and, thanks to your craft's super weapon, this isn't really a problem. It doesn't matter where you finish in the race, so stick with an opponent until they're destroyed, making sure you reach the checkpoints to avoid elimination.



SUPER COMBO

- Follow the guidelines for the Gold Race challenge, but this time you've got the Piranha II craft so things become a whole lot easier.
- The Thunder Bomb will deal with opponents easily thanks to your craft's offensive capabilities. Use it when in a pack to rack up a few easy kills.



TIME TRIAL

- You're given the Piranha II for this challenge, and its light handling lets you take just about any corner at full speed. Stay close to the side rails and keep your lap times low.
- The long bend near the end of the lap requires just a gentle push on the stick – otherwise you'll plough straight into the wall.



HOW TO...

gain authori-tah in

SOUTH PARK



"Tired of being a 90-pound weakling? Read our guide and say it with us: BEEFCAKE!!!"

by Daniel Glenfield

WHAT WE SAID



We reviewed *South Park* in issues 25 and this is what we concluded:

"The greatness of *South Park* has rubbed off on it well."

73%

South Park, then. The wacky, foul-mouthed cartoon kids certainly proved popular and the eagerly awaited game shot straight up the charts. We've given you a book packed full of hints and tips for the single-player game (N64/27) but *South Park* also comes with a multiplayer option. So, to ensure that you're completely prepared for the battle with your mates, here's the definitive guide on how best to kick *South Park* butt!



Tactics

Double teaming

If you're playing with more than two people you can choose to battle cooperatively (2 vs 1, 1 vs 3, or 2 vs 2), the winning team are the ones with the most victories at the end of each battle.

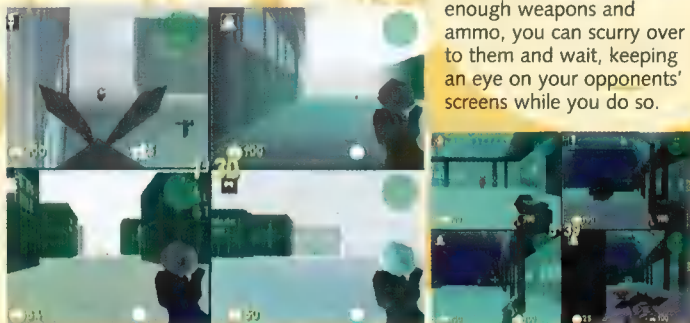
Sniper

Get on top of a fort or high up cave – the one in Neighbors via the warp is ideal – and you can take down

your rivals from a safe distance. Use the Sniper Chicken for long range attacks and the Cow Launcher when they are closer. As long as you keep them away from your safe area you'll find victory relatively easy.

Cover

Objects are not only useful as protection against enemy fire, you can also use them to ambush other players. The Warehouse is filled with boxes and crates and, once you've equipped yourself with enough weapons and ammo, you can scurry over to them and wait, keeping an eye on your opponents' screens while you do so.



The levels

Dugout

Stay on the top level and you can keep collecting the top power-ups without having to battle it out with those who fall into the lower levels. There aren't really any weapons



worth having below the bridge, but those who fall off can only get back up via the cave leading onto it. If you can pick up the Super Sniper Chicken and run to the opposite end it's possible to pick them off as they appear from the cavern. Two shots will be more than enough to deal with anyone foolish enough to disrespect your authoritah! You can also stay in the cave at the other end to replenish your ammo supplies for a few other weapons too.

Badlands

Stay up top at all times and stock up on sniper ammunition, keeping away from the edge so your opponents can't get a sneaky hit in. With the Chicken it's possible to attack others across the gap and those below (which is nice). There's also a small ledge between the top level and the bottom level which almost makes you invincible, as everybody will be searching the top and bottom levels while you just use the Super Sniper Chicken to take pot shots. You'll find it near the small pool of water on the bottom level. There are some Cheesy Poofs submerged at the bottom of the pool

if you need your health replenishing.

Badlands 2

Stay above your rivals and you can collect the best weapons and ammo. The Warpo Ray is particularly useful on this level – use the piranha mode on the open area on the top level, to shoot rapidly across the chasm. If your fellow players are fighting it out below, stock up on ammo and collect the invincibility power-up before

When they check their radars and come looking for you, you can move around the crates behind them and shoot them in the back!

Power up!

Find the area with the best weapons and wait there,



collecting them as they appear. Keep watching the radar for your opponents and when they get close open fire before returning to re-arm and pick up any energy lying around. If you're playing in a team, leave one person to guard the goods while the other goes out to do some maiming.

Pincer

When playing in a team, split up and surround your competitors. You can



either race towards them firing your fastest weapons, or get yourself to a high vantage point and shoot down on them.

Character codes

Progress through the story modes in *South Park* and you're awarded

Which level?

South Park has lots of multiplayer levels, some more complicated than others. We've separated the levels into two groups – short matches and long matches.

Short matches

Dugout
Badlands
Badlands 2
Warehouse

Gym Class
The Plant
Factory
Neighbors

Long matches

Crater Fort
Splash Tower
Cabin Fever
Ware War

The Hill
The Dam
The Ravine
UFO Core

jumping down to deal with them. If everyone else stays on top, move along to the ladder, jump down and then wait for the others to follow suit before scrambling back up and firing as they come up the ladder.

Warehouse

The Warehouse is just that – a warehouse and, subsequently, is extremely small. Stay on the ground and you'll find yourself under attack from all sides so climb up one of the ladders and shoot down at your opponents. Your powerful weapons are most effective but avoid using the Cow Launcher because of the low ceiling. If anyone shoots down on you while you're on the ground floor use the boxes and crates as cover, remembering you can jump over them using R.

Gym Class

Head behind the stand to pick-up some weapons – this is also a useful

hiding place. If you're being pursued, use a school bus as cover and then you can easily slip around to the football stand to escape. Try not to wander into the centre of the pitch where there's no cover whatsoever.

The Plant

Not much bigger than The Warehouse, The Plant has two additional rooms housing power-ups and a couple of computers that provide good cover. The Cow Launcher isn't guaranteed to work here either, so it's best not to rely on it too heavily. Keep using the boxes and crates as cover while grabbing the weapons and health on top and you'll survive any threat from your opponents with relative ease.

Factory

Grab the Super Sniper Chicken, climb onto the green boxes and you'll be in a perfect position to take out those dashing about below. If you end up



on the receiving end, throw the Terrance and Phillip dolls into the top of the boxes to keep your opponents running away and eventually they'll have to fight you on level ground.

Neighbors

At the start of this level head straight for the warp (on the roof of the cabin – jump onto the chimney) and pick up the weapons, especially the Terrance and Phillip dolls. Use them to bombard your competitors with toxic gas as they battle it out below you. Watch out for opponents sneaking onto the cabin roof to warp up to you – get the sniper chicken ready if they try to invade! A relatively simple level, this ranks as one of the more entertaining arenas because the

codes which unlock new characters for the multiplayer game. If you don't already have them, though, here's a list of the codes for all the secret characters, including Chef.

CHEATINGISBAD = Mr Mackey
ELVISLIVES = Barbrady
OUTRAGE = Big Gay Al
HAWKING = Ned
SLAPUPMEAL = Starvin' Marvin
PHAERT = Phillip
RAFT = Terrance
DOROTHYSFRIEND = Mr.Garrison
LOVEMACHINE = Chef
CHECKATACO = Wendy
FISHNCHIPS = Pip
KICKME = Ike
ALLWOMAN = Mrs Cartman
GOODSCIENCE = Mephisto
STARINGFROG = Jimbo
MAJESTIC = Alien
OMGTTKYB = All Characters
Unlocked

And finally, enter VEGGIEHEAVEN for 'skinny' mode.

winner's, invariably, the first person to get to the warp.

Crater Fort

The large wooden structure in the centre has a small room at the base with only one door. You can either wait for someone to wander in before trapping them with a Terrance doll, or you can use it as a stronghold, shooting anyone who tries to attack with a rapid fire weapon. You'll have to watch your opponents carefully and make a hasty dash to another area if they approach with an explosive doll. Keep strafing and shooting when moving around the outside, always looking for danger.



Splash Tower

Behind each of the towers lies a pool of water, and at the bottom of them you'll find loads of useful weapons. Use the towers as sniper points – the zoom on the Sniper Chicken is brilliant. Even if they do get past your defences, there's always the water to dive into. This is an open arena with very little cover so keep moving at all times when crossing from tower to tower to avoid being 'egged'.

Cabin Fever

Hidden under the water is a Sponge Dart Gun but, more importantly, you'll also find a secret underground cave filled with power-ups; you can return here time and time again to stock up on eggs or health. The log cabin nearby holds a stash of Dodge Balls and, in turn, can be used to lay a trap. As someone approaches, walk in to collect the balls, switch to the powered up version and then start lobbing them through the window. In such a small area they'll bounce off the walls at high speed and they're bound to hit your opponent.

Ware War

The third in the warehouse instalment, this is the most spacious of the levels thanks to the open front door. Outside you'll find armour on top of the large box but you'll need to use one of the ladders to get it. There are dead ends by the side of the second factory (closed) concealing some important items but don't head that way if you're being stalked because you can easily get trapped. The Cow Launcher will work providing you're outside.



The Dam

There are plenty of small towers on this level, complete with a pool of

The Hill

Whatever you do don't walk up to the top of the hill – many players just stand in a secluded area with their sights trained on the top. Instead, stick to the surrounding area, especially the caves, where you can wait for a rival to wander in before jumping out from the darkness and filling them full of, er, sponge.

Weapons

Snoball

On its own, the Snoball isn't going to win you very many matches – it's far too weak to do any real damage to your opponents and it's not fast enough to halt them in their tracks. Use only as a last resort.



I fart on your grave

South Park's multiplayer mode is packed to the brim with little tips and tricks. Knowledge is power as they say, so read on...



Strafing

Strafing – dodging left and right – as in any first-person game, is essential for avoiding enemy fire while you're attacking. A moving target is much harder to hit and it can be doubly annoying for your opponent if they've got a slow weapon such as the Toilet Plunger. It's also a useful tactic to employ when you're running away from an enemy; your constant zig-zagging means any assailant will have trouble aiming successfully.

Know your way

Learning the levels means you can

quickly grab the best weapons and then hunt down your competitors.

Tooled up

Weapons and ammo regenerate extremely quickly in *South Park* so you can stay in a secluded area until you're

tooled up to the eyeballs before venturing into battle. Other players will either have to do the same or attack you before you're fully equipped.

Underwater

There are plenty of power-ups hidden in water – the most common seem to be Cheesy Poofs. You can also use your weapons underwater – even snoballs!

Hideout

Many of the multiplayer levels have objects in them that can be used for cover (the boxes in the warehouses for example), and

strafing or jumping maximises their potential. Move into the open, fire off a few shots and then duck back to avoid retaliation. When they run towards you pull out a big, slow weapon – your opponent won't be able to aim accurately while they're running.

Invincibility

Every player gets ten seconds of invincibility at the start of every game. Make the most of this time by running away from any other players nearby and grabbing the best weapons.

Crosshairs?

Switch the crosshairs on at the options screen. It makes long range attacks far easier and the Super Sniper Chicken more precise.

Warps

There are hidden warps on many levels which transport you to previously inaccessible areas, usually laden with the most powerful weapons and energy top ups. On the Neighbors level you can climb up a ladder onto one of the log cabins and jump onto the chimney. This takes you to a cave full of weapons high up the opposite rockface.

Dodge Ball

In wide open areas it's better to use the regular Dodge Ball, it's faster and doesn't bounce as much as the lightning version. In an enclosed area, such as a cave, it's better to use a harder throw as there's less chance of missing your target and, even if you do, the ball will bounce off the walls for another go.



Toilet Plunger Gun

The single shot is very slow, both firing and reloading, and only causes eight hit points worth of damage so stick to using the triple shot attack. Whenever you come

water at the back of each just like Splash Tower, so the same tactics can be applied. Keep your wits about you and watch for sneak attacks by your rivals – this is a great level for ganging up on people. The towers are two tier and there are always power-ups on the bottom level but be careful of opponents trying to trap you inside with a Terrance or Phillip doll.

The Ravine

A relatively small level with few distinguishing features. At the sides there are a few ladders leading up to a wooden platform (usually with a weapon or two at the top) and this is a good place to 'set up camp'. Shoot

down on players as they run about and if they do get up to where you are there's enough room for strafing while fighting. The part in the middle where the ground drops can be used as a trench to avoid enemy fire and, by moving along, (and keeping close to the sides) you can position the crosshairs above the trench and return fire!

UFO Core

You'll find the controls a little sluggish in this arena thanks to the low gravity. Hold the jump button to float higher above your opponents so you can shoot down on them with a strong weapon, such as a powered up Sponge Dart. To descend again,

simply look at the floor and walk forwards slowly. The best weapons lie around the outside of the area and, although you'll need to get to these quickly, *don't* stop to pick up more ammo as the cylindrical nature of the UFO Core allows your opponents to take easy, long range shots.

Toy Store

Strafe around every aisle on this level to ensure you're prepared should you meet up with an opponent. There's plenty of cover here thanks to the many toy-packed shelves, but you'll find most of the weapons at the edge of the area out in the

open. Make only brief trips to stock up otherwise you'll leave yourself open to serious damage. Keep moving at all times – with so many aisles it's easy for someone to sneak up behind you with a Chicken.



across ammo for the Toilet Plunger Gun stick around and collect as many plungers as you can because they tend to run out quickly. This weapon is best used from a vantage point – it's just too slow for a one-on-one confrontation.

Sponge Dart Gun

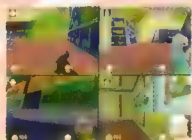
This weapon's rapid fire is ideal when you're using cover, despite the low level of damage it does. It's also good when you're escaping from difficult situations – you can fire it while running backwards and, unlike many of the other weapons, it doesn't require much accuracy. The powered-up version causes a lot more pain but requires careful aiming. It also needs charging up



first – you can do this at any time by holding Z until the four red bars on the gun turn green. One more squeeze of Z will launch the rocket.

Terrance and Phillip Dolls

The dolls come in two different versions, Terrance and Phillip, and both are able to wipe out an opponent in mere seconds.



When the Terrance doll

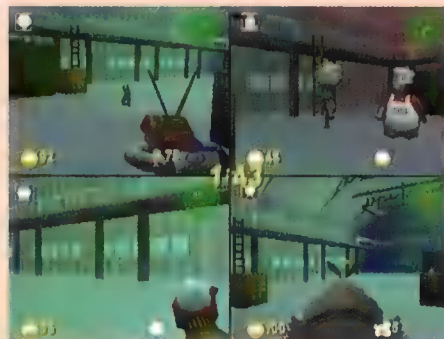
hits an object it emits a cloud of toxic gas which is extremely dangerous for anyone in the immediate vicinity. This weapon is most effective in closed areas, caves or narrow passages for example, but it's important to remember that the gas can also kill you.

The Phillip doll acts more like a proximity mine from *GoldenEye*, creating a dense green fog that covers the surrounding area and chokes anyone nearby. Like the proximity mine this is most effective in areas full of items that your rivals will want to collect.

Warpo Ray

Three firing modes, each capable of a high level of damage, make the Warpo Ray an excellent weapon. The first mode rapidly fires piranhas towards your target; the second mode fires a high-energy laser blast which shrinks any player it comes into contact with and the third and

final mode, the transformation ray, turns a player into a helpless animal, dramatically lowering their health and leaving them open to attack. Press any direction on the D-pad to change the firing mode.



Super Sniper Chicken

Surprisingly, this is probably the most powerful weapon in the game. Each egg delivers a hefty 70-hit-point blow and then it's simply a case of using another weapon to finish the job. Its sniper mode means you can use it from a vantage point, or from a distance, but its reload time is atrociously long, making it a one-shot wonder at close quarters.

Alien Dancing Gizmo

As seen in the very first episode of *South Park* the Alien Dancing Gizmo is, in effect, a stun gun. Use it on your opponent and he'll suddenly break into a 50's song and dance routine that leaves him unable to defend himself against attack.

Aiming can be tricky so hold Z and strafe left or right to increase your chances of landing a shot.

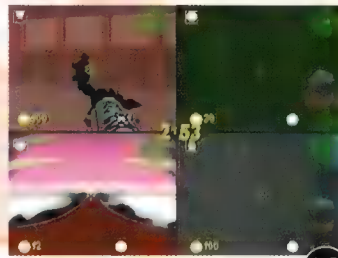
When you've only got a few units left, press the D-pad in any direction and run up to another



player. Squeeze Z to drop the device and, if they're within range, they'll be dancing like a loon.

Cow Launcher

In a very real sense, *South Park*'s own 'Cerebral Bore', the Cow Launcher locks on to a target's head. A quick squeeze of Z, after the gauge has turned red, launches the bovine beastie into battle! You can watch the action from afar, and laugh as the cow slides down onto your poor unfortunate victim! Remember, though, this weapon won't work if your target is under cover, inside a cave or cabin for example, so if you see a cow heading towards you, get a roof over your head sharpish!



Z

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After playing your favourite game to death, why not help other **N64** readers by sharing some of your hard-earned knowledge. Maybe you've discovered a really cool bit or a great new way to get the best scores, or perhaps you've just found something a little bit odd or funny. If so, we want you to tell us about it.

If we print your guide then you'll be richly rewarded with an exclusive **N64** record bag – featuring artwork designed by our very own Wil Overton™. Include a photo and we'll print that too. Read the simple rules below and get writing!

THE RULES

- Your guide should be about 600 words of expert advice on a game that you know inside out, back to front and, generally, like the back of your hand.
- Don't try to write a guide for the whole game. Rather, try and focus on just one aspect and produce a definitive guide to that. For instance, in this issue Thomas has concentrated on the locations of the Reviving Fairies in *The Legend of Zelda* and Alan has thought up some interesting new *GoldenEye* scenarios.
- Don't worry about pictures too much. Wil and his army of art monkeys will sort that out. It's detailed writing that matters.

Please send your contribution to:
Help Wanted, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

Remember to include your name and address, so we can a) credit you, and b) know where to send your record bag.

And one final thing: your entry will probably stand a better chance of getting printed if you do something a little bit different, and on a not-so-obvious game – there's nothing wrong with a multiplayer guide, for example, but we'd rather not run one every month. Oh, and good luck!



HOWTO...

discover rewarding little secrets in

THE LEGEND OF ZELDA

By Thomas McAlinden

Okay, so you've fought Ganon... and won; you've found a huge stack of heart pieces and a barrelful of gold skulltulas – and you've read all the guides that tell you where they're hidden. Does that mean the game's over? Oh, no. Here are a collection of *Zelda*'s finest secrets and searching them out can be very rewarding indeed.

HOWTO...

GET THE HYRULE LOACH

Firstly, make sure you get the Sinking Lure (a jelly-type lure). This is randomly found by walking about the pond for a while. The Loach is a black eel and can be extremely elusive at times. You will probably see him more at night at the deep end of the pond. Don't go outside to change day to night when you have the Sinking Lure, as you'll lose it. Cast in to grab the loach's attention.



THE REVIVING FAIRY LOCATIONS

(magic power and life energy regained)

The following places are certainly worth visiting – pay close attention to Navi who'll turn green when she's near a fairy area.

1 Go to the north-east corner of Hyrule Field. Walk to the small pond and Navi will fly towards it and turn green. Stand at her side and play the Song of Storms on your ocarina.



2 On your way to Goron City via Death Mountain, pay close attention to Navi when you pass the red flag. Stand at her side and play the Sun's Song.



3 On the path that leads to Death Mountain Crater, fall into the hole where the cow is and play the Song of Storms on the puddle on the right side.



4 In the Lost Woods, walk towards the waterfalls that warps you to Zora's Domain, and again play the Song of Storms at the spot where Navi flies.



5 Go into the Ice Cavern at Zora's Fountain and stay in the first room you come to. Follow Navi into the middle of the floor and play the Song of Storms.



6 In the Shadow Temple, go to the corridor with the large faces that blow at you on B4. Continue to the dead-end room ahead and again stand with Navi and play the Sun's Song.



7 Also in the Shadow Temple, go to the large room with the two guillotines in it (B3) and stand on the platform where the Stalfos is. Kill him and watch out for Navi as she turns green. Stand with her and play the Song of Storms.



8 At the Bottom of the Well (when you're little Link) go to the room with the zombies and the two blue flames (B3). Check your map and go to the end of the corridor second on the left. Stand with Navi and play the Sun's Song. This is handy if you fall from above and get strangled by zombies.



9 At the Graveyard go to the Royal Family's Tomb, and, as you enter, go to the skull on the left hand side, stand with Navi and play the Sun's Song.



10 Go to the squared enclosure next to the entrance to Lake Hylia. Bomb the ground and enter the hole, walk to the puddle on the right hand side, stand with Navi and play the Song of Storms.



11 Go to the Gerudo's Fortress and find the room with the cauldron on the stove. To the left of it, stand with Navi and play the Sun's Song.



12 Go into the Gerudo Training ground and, as you enter, walk into the middle of the two arches facing you, stand with Navi and play the Song of Storms.



NOTE: There are several areas in the game that, when you obtain the Stone of Agony and approach, say, a stone ring, the rumble pak rumbles but bombs have no effect on opening a secret hole. To solve this play the Song of Storms.



HOWTO...

GET ON TOP OF THE CASTLE DRAWBRIDGE

You can get on top of the castle drawbridge – as little Link only – by walking up the chains as far as you can go. Play the Sun's Song to change day to night – this'll raise the drawbridge, letting you walk on top and you can grab a few rupees in the process.



HOW TO...

play new

GOLDENEYE

multiplayer scenarios

By Alan Erickson

Ah, *GoldenEye* – it's the game that just keeps on giving. It's well over a year old now, but still seems as fresh as it was the day we first played it. And, even when you've beaten the game on all difficulty levels, and activated all the cheats, and found everything there is to find, there's still the multiplayer game, which is one of the finest ever committed to silicon.

So allow us to show you how to get a little bit more out of it, with these all-new scenarios.



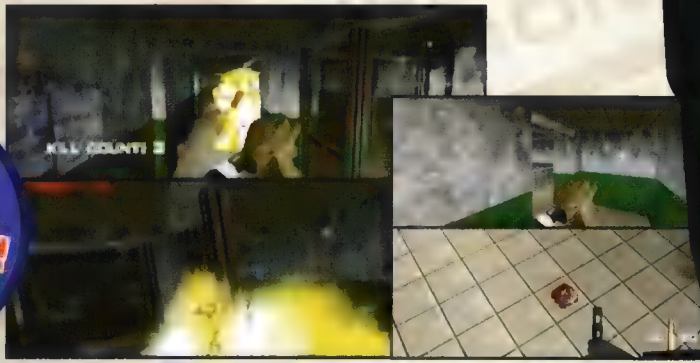
001 GoldenEye bases

Number of players: 2 or 4 (if 4 then use 2-on-2 teams)

Weapons: Remote Mines

Level: Any

Each team lays one remote mine somewhere in the level (it must be visible) while the other team looks away, then repeat with the other team. The first to destroy the other team's mine wins.



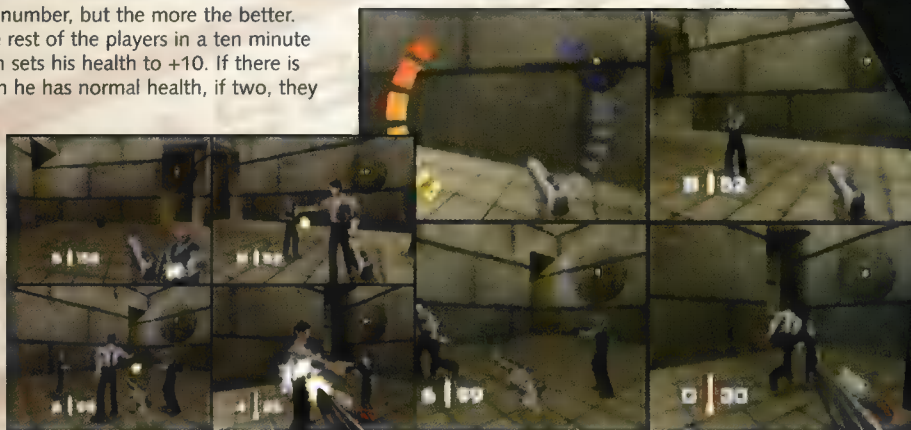
002 Kill the giant

Number of players: Any number, but the more the better. Select one player against the rest of the players in a ten minute game. The player on his own sets his health to +10. If there is one player on the other team he has normal health, if two, they each have -2 health, and if three, they each have -4 health.

Weapons: Any

Level: Any

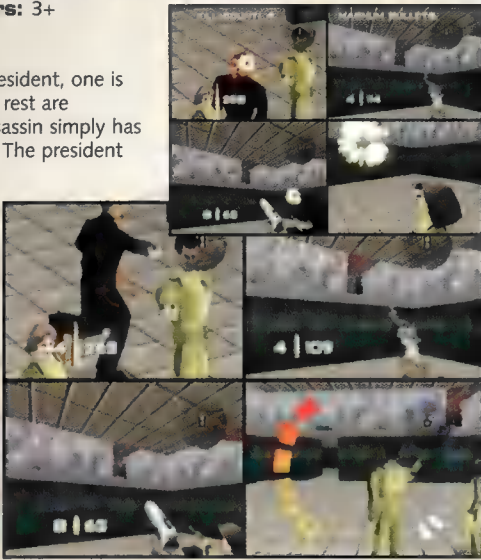
As the title suggests, just try and kill the player with +10 health (the giant). To win this game is almost impossible, but a draw is good. If the giant does lose, ridicule him for the rest of his life because he must be really rubbish.



003 Mr President

Number of players: 3+
Weapons: Any
Level: Any

One player is the president, one is the assassin and the rest are bodyguards. The assassin simply has to kill the president. The president must survive for a set length of time or reach a certain point in the level to win. Make sure the weapons the characters are using fit in with their backgrounds – ie, if there's a sniper rifle in the level, only the assassin should be allowed to use it. You could also try playing this with two assassins.



004 Guardian of the Golden Gun

Number of players: Any
Weapons: Any
Level: Any

One player is guardian of the Golden Gun, and gets +10 health. Let him take up any position on the level he wants before the game starts. He can pick up the Golden Gun to stop the other players getting it but he cannot use it. The other players must try to get the Golden Gun and use it to kill the Guardian. This is still a challenge because even the Golden Gun won't kill the Guardian in one shot if he has the body armour.



005 Deadly snowballs



Number of players: 2-3

Weapons: Grenades, Grenade Launchers or Rockets

Level: Bunker

Cheats: Infinite ammo

Also: Set game to Licence to Kill. Have a battle outside in the snow,

by the helicopter pad with any three of the weapons listed above. White characters work best.

006 The great escape

Players: 2-3

Weapons: Any, but nothing too powerful like Power Weapons, Golden Gun, Lasers or Rockets

Level: Bunker

One player is the prisoner, the others start in the main control room. As soon as the prisoner leaves his cell the others must try to capture him. The prisoner cannot pick up guns around the level, but can steal them off other players if he manages to slap them to death. He wins by escaping to the helicopter pad. The guards can win by killing him or by forcing him to return to his cell at gun point. The latter is a True

Victory, and killing him only counts as a Half Victory.



007 Mine sweeper

Number of Players: Any
Weapons: Proximity Mines
Level: Facility

Cheats: Use of infinite ammo is optional
 One player lays the mines, the rest wait in the toilets with no weapons apart from the mines they find there. The mine layer lays mines wherever he wants apart from the toilets, before taking his position on the balcony in the room with the gas canisters. The other players have to work their way past the mines to the mine layer, and then kill him.



HOW TO...

become unbeatable at

FIFA '99

WHAT WE SAID



We reviewed *FIFA '99* in issue 26 and this is what we concluded:

"The best FIFA yet; even given the stubborn problems that never get taken care of."

83%

Although it labours under the considerable shadow of *ISS '98*, *FIFA '99* can prove an enjoyable, fast-paced kickabout. Test your skills with the following challenges...

by James Price

Fancy yourself as a veritable God of *FIFA*? Your self-assurance may be misplaced. The following 12 challenges – and a final, ultimate task – will test your skills to the limit.

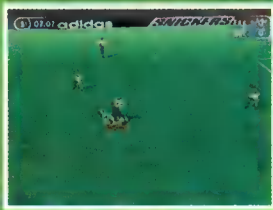
Complete them all, however, and you'll notice the improvement in your playing ability. You too can dribble the ball past your mate's entire team and score with your keeper, or deny Italy a single shot. But don't worry if you own an 'older' version of *FIFA*, because we've not forgotten about you. The following challenges will work on the World Cup games, too. They won't necessarily be any easier, though...

A QUICK TRIP TO THE TRAINING GROUND

If you're even considering the possibility of completing the following challenges, you really should have a firm grasp of the following skills...

TACKLING

Coming in two flavours — "sliding" and "steering". The sliding challenge is very effective, but requires the defending player to be in close proximity to his prey... when, opposed. Although this lack of range is annoying, you'll concede far fewer free kicks and penalties by staying on your feet. Generally, you should use this form or tactic at all times in midfield and attacking areas.



The sliding challenge offers better range — essential for those goal-mouth scenarios — but does have an annoying tendency to deflect the play's flow. As a general rule of thumb (or should that be foot?), try to perform these while an opposing player is running. This way, you're far more likely to hit the ball than the man. Furthermore, it's not wise to slide in if your target is performing "ball" moves — you'll almost certainly miss.

SHOOTING

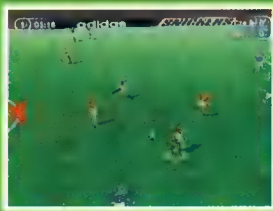
We've found that a shot from around the centre of the penalty area will almost always result in a goal. Manoeuvring the ball into this position can prove tricky on World Class mode, though. Our advice is take a



look at the formation used by your opponent. If they've got five at the back, or four midfielders are quick to track back, you might find it easier to use crosses from the flank. As with US '98, if you simply hammer the shoot button as soon as the cross is made, you reduce your chances of connecting. It's also foolish to play the ball too close to the keeper. Wines and overhead kicks, while pleasant to behold, are a real pain to perform correctly. With that in mind, by adding a cross over by the penalty goal, and aim to make a powerful header. This way, you've also got a good chance of a midfielder making a diving header as he enters the box, too.

PASSING

You've got to be fast with the ball on the World Class difficulty setting. No quarter is given, and dribbling can often prove overly. A great way to beat CPU opponents — and, ultimately, your mates — is to get into the



habit of passing before the ball arrives at your player's feet. To do this, you'll either need the Tower Cam view, the radar on, or a near-comprehensive knowledge of where different players stand. We'd recommend you lean the latter as a matter of course.

It's a typical trick, but you can use FIFA 99's shortcutting to your advantage as a master passer of the ball — especially against human opponents. By passing the ball as quickly as possible, you can often move play "ahead" of the camera. Your opponent won't be able to see the ball, so a challenge is entirely. You can score a lot of goals with this technique.



THE CHALLENGES

POSSESSION IS 9/10ths OF THE LAW

THE CHALLENGE:

Finish a game (with any team) with a final total of over 65% possession

The FIFA skills this will improve:

THE SETTINGS:

- Passing • Running with the ball
- World Class skill mode

HOW TO DO IT:

This isn't actually as difficult as it sounds. Don't, however, be too keen to simply knock the ball between your centre backs. Instead, why not try a little wing play? While FIFA '99 often gives good scoring opportunities from crosses, it's usually tempting simply to dash through the middle for a pot-shot. For the duration of this challenge, try running a man along the flanks, before providing accurate centres for Shearer (or whoever you happen to have up front).



DIFFICULTY:



STANDING ROOM ONLY

THE CHALLENGE:

Win a game without using slide tackles

The FIFA skills this will improve:

Basic tackling ability • Defensive skills

THE SETTINGS:

- World Class skill level
- Cameroon against Brazil (default settings for both)

HOW TO DO IT:

Cameroon aren't terrible but Brazil are fast and skilful. If one of their centre forwards breaks through your back line, you really need a lot of luck and an accurate sliding tackle. In this challenge, you don't have that luxury. The trick is to always ensure you have a man left over to make a standing tackle. Better still, try to dominate the ball from midfield. It is possible, with practice, to consistently dispel build-up play from the centre of the pitch. But you've got to be very quick. It's all about anticipating your opponent's next move...



DIFFICULTY:



BRAVEHEART

THE CHALLENGE:

Take Brazil to pieces with a five-goal drubbing. Yep – beat Brazil 5-0

The FIFA skills this will improve:

If you can manage this, you're certainly improving

THE SETTINGS:

- World Class skill setting
- Referees set to their most strict
- Four minute match, using Scotland

HOW TO DO IT:

Can you help the Tartan Army avenge their (rather unlucky) defeat at the hands of Brazil in the World Cup? Scotland aren't a bad team, but they lack the near-perfect stats of the Brazilian wonders. To beat this challenge, you'll need to pass the ball well. If you simply hoof it up the field, or make sloppy, speculative shots, they'll take you to pieces. You might find that putting five crosses across the middle will help, in order to snuff out attacks before they start.



DIFFICULTY:



PASS MASTER

THE CHALLENGE:

Make 25 consecutive passes

The FIFA skills this will improve:

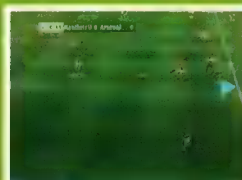
Why, you'll be a better passer of the ball. Of course.

THE SETTINGS:

- World Class skill level
- Normal speed setting

HOW TO DO IT:

This is surprisingly tricky. On the World Class difficulty setting, most teams – yes, even Albania – tend to close your men down with alarming speed. To actually make 25 passes in quick succession is an incredible feat. The key, then, is to spread the play across the field. If you try to knock it between two men in close proximity, the opposition will snatch the ball in an instant. You'll have to target your pass before it arrives at your player's feet. If you can do this, you should be damn-near invincible in two-player games. It's advisable that you turn the radar on before you try it, though...



DIFFICULTY:



IT'S A SLAUGHTER!

THE CHALLENGE:

Score 10 in a four minute game

The FIFA skills this will improve:

Speed • reaction times • and, naturally, marksmanship...

THE SETTINGS:

- Game speed normal
- Four-minute match
- Clock stops when ball's out of play

HOW TO DO IT:

We've not specified which teams you should choose for this, nor indeed a skill setting. We'll leave that to your own discretion. Scoring ten is no feat in any game, though. Our advice is to cut out wing play, and simply pass the ball to your two forwards. Using one-twos between them, you should get into scoring opportunities in the fastest possible time. It will help if your team has a nippy striker.



DIFFICULTY:



ZILCH FOR THE AZURI

THE CHALLENGE:

Deny Italy a single shot on target

The FIFA skills this will improve:

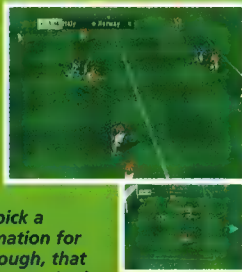
THE SETTINGS:

- World Class difficulty
- Four minute match
- Playing as Norway

HOW TO DO IT:

Obviously, you'll need to pick a particularly defensive formation for this. It just so happens, though, that the best form of defence is attack. If you simply pack your penalty area with defenders, it's likely Italy will sneak a few shots in. It's better, therefore, to have the ball in your opponent's half: give it to a forward and run him along the flanks. It's also wise to remember that hoofing the ball from out of defence is a short-term solution to be avoided – more often than not, you're simply returning possession to Italy. And that's a big mistake.

DIFFICULTY:



THE DO-RON-RON-RON, THE DO-RON-RON...

THE CHALLENGE:

Complete an English season without a single defeat as Notts Forest

The FIFA skills this will improve:

THE SETTINGS:

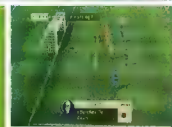
Well, you'll win every game. And, therefore, a full season...

- World Class skill mode
- Full Premiership season

HOW TO DO IT:

A test of both stamina and skill, this. As you'll no-doubt know, Forest are languishing at the bottom of the table in the Premiership this season. Can you create an almost inverse scenario in a FIFA '99 league? The key is to keep your concentration, and to ensure you retain possession against teams like Man Utd and Arsenal. If they get the ball, their players tend to have an extra yard of pace that your lads lack. Complete this challenge, and we'd imagine you'll become unbeatable in multiplayer leagues...

DIFFICULTY:



DOES JERUSALEM HAVE A PRAYER?

THE CHALLENGE:

Beat Milan in a Golden Goal competition

The FIFA skills this will improve:

THE SETTINGS:

Your appreciation of the underdog's lot...

- Beat AC Milan on World Class setting at a Golden Goal competition using Beitar Jerusalem (in Rest of the World) playing for one goal

HOW TO DO IT:

Don't give the ball away or you're in trouble. Milan are fast and consummate professionals on the ball. Your Jerusalem blokes, by comparison, wheeze around the pitch like chain-smoking octogenarians with hamstring problems. Running with the ball isn't really an option – you'll be tackled in a trice – so pass the ball in a careful, considered manner. This is the kind of challenge that you could complete first time. However, there's an equal chance you'll go into double figures with your attempts...

DIFFICULTY:



HE SHOOTS... AND, INDEED, HE SCORES

THE CHALLENGE:

Win a game 3-0 without missing a single shot

The FIFA skills this will improve:

THE SETTINGS:

Marksmanship, of course • It won't hurt your build-up play, either.

- World Class difficulty

HOW TO DO IT:

Simple in principle, yet a poser in practice, you have to steer your strikers into assured scoring situations. It's no good having a pop from the halfway line. The method we favour is to feed the ball to a man in the centre of the penalty area. From that position, it's harder to miss than it is to score. Bear in mind, though, that a single shot astray renders your attempt null and void. It's harder than you might think...

DIFFICULTY:



A KICK UP THE ARSENE

THE CHALLENGE:

Beat Arsenal using Tottenham with a 1-4-5 formation

The FIFA skills this will improve:

THE SETTINGS:

Retaining possession of the ball and defending against the odds, so to speak

- World Class difficulty
- Four minute match
- And, of course, a 1-4-5 formation...

HOW TO DO IT:

Can George slay the Arsenal dragon? Can Mr Graham throw off the oppressive mantle of his dour image and guide an incredibly attack-minded Tottenham to a scintillating win? Believe our assurance that it is perfectly possible. Tricky, but achievable. In your favour, if you can use your solitary defender to slow the progress of a break, your midfield soon congregates around your penalty area. Once you have the ball at a players' feet, you should – if you're good – at least create a scoring opportunity. Give the ball away in attack, though, and it's a desperate dash back to your own half. But Ossie would be proud of you...

DIFFICULTY:



THE SLIPPERY SLIDE

THE CHALLENGE: Win a game using slide tackles ONLY – no 'standing' challenges

The FIFA skills this will improve:

THE SETTINGS:

HOW TO DO IT:

Helps you become more accurate with slide tackles

• World Class skill setting
• Referees set to their strictest
• Use Arsenal vs Man Utd

The sliding tackle is an essential part of any FIFA player's repertoire. It's noticeable, however, that many simply aim in the general direction of the player. This is sloppy. By increasing the intolerance of the referees, this challenge encourages accurate slides, rather than two-footed assaults. Not only will it improve your all-round playing abilities, it also reduces the chance of having players sent off or conceding penalties. It's also novel, of course, to see Arsenal finish a match with eleven men. (Yeah, funny – Arsenal-loving Tim)



DIFFICULTY:



(to you)



(for Arsenal Wenger)



KEEPING UP APPEARANCES

THE CHALLENGE: Score with your goalkeeper

The FIFA skills this will improve:

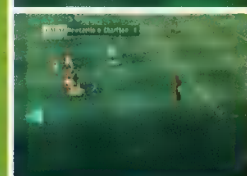
THE SETTINGS:

HOW TO DO IT:

Your dribbling skills. And, perhaps, your sense of fun...

• Complete it on all three difficulty levels

Pass the ball back to your keeper. From there, run into your opponent's half and score. A daunting task, yes? On Normal and Professional skill settings, it is achievable. You have to consider the stamina of your keeper. If you simply run as fast as you can, you'll tire your man out before he reaches the halfway line. He's then very easy to tackle. Instead, dawdle along until you reach an opposition player. With a quick burst of pace, you can pass him with ease. Reserve enough energy and it's possible to reach your opponent's penalty area. From there, you really should score...



DIFFICULTY:



(Normal)



(Pro)



(World Class)



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color gameboy

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Call **0906 960 1261**

colony wars

Call **0906 960 1262**

wipeout 64

Call **0906 960 1263**

tekken 3

Call **0906 960 1264**

crash bandicoot warped

Call **0906 960 1265**

spyro the dragon

Call **0906 960 1266**

tomb raider 3

Call **0906 960 1267**

mission impossible

Call **0906 960 1268**

banjo kazeole

Call **0906 960 1269**

100% snowboarding

Call **0906 960 1270**

data nukem

Call **0906 960 1271**

metal gear solid

Call **0906 960 1272**



HotRATOX can be found in Extreme G 2 available on PC and Net and appears courtesy of Acclaim Entertainment Ltd.

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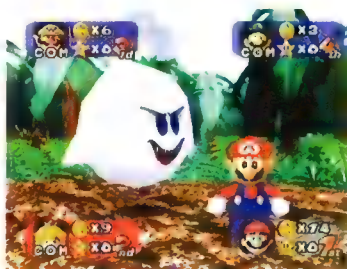
Dispensed @ www.futuregamer.com

TIPS EXIT

Mario Party

MAGMA MOUNTAIN STAGE

Successfully complete the first six stages (buying things in the shop, including the Magma Mountain Key, whilst playing them) and collect 1000 coins. You'll now have access to Magma Mountain.



ETERNAL STAR STAGE

Get 100 stars in the Magma Mountain stage. A special event will appear, followed by the Eternal Star Stage.

SPECIAL SHOP ITEMS

After successfully completing the Eternal Star Stage, you'll be treated to the end sequence. After that, you'll be able to buy special items in the shops.

ALTERNATE TITLE SCREEN

Once you complete the game with a certain character, a title screen centering around that character will appear.

EXTRA SONGS

Purchase the record from the



Mushroom shop to unlock extra songs on Bowser's Magma Mountain and the Eternal Star stage.

EASY MONEY

Select three of the characters, then stop at the final round of the game and turn all the CPU players into players 2P, 3P and 4P. Hey presto! Easy cash.



BUMPER BALL MAZES 1, 2 AND 3

1. Complete Mini-Game Island by beating Toad at the Slot Car Derby 2 to get the first Bumper Ball Maze.
2. Beat all 50 mini-games at Mini-Game Island to get the second Bumper Ball Maze. Set new records on both.



WCW Nitro



UNLOCK A SET OF WRESTLERS

Press R, L, Right-C, Left-C (x2), Right-C, L, R, Z at the title screen. A sound will confirm correct code entry. Then, highlight a wrestler at the character selection screen and press Left-C, Right-C, L, R, Left-C, Right-C, L, R, Z. All three hidden wrestlers related to that wrestler will be unlocked.

UNLOCK ALL WRESTLERS

Press Right-C (x4), Left-C (x4), R (x4), L (x4) and Z at the title screen. A sound will confirm correct code entry. All 48 bonus wrestlers will be available for selection.



MORE RINGS

Press Left-C, L, Right-C, R, Left-C, L, Right-C, R and Z at the title screen. A sound will confirm correct code entry. The Graveyard, Spaceship, Circus, Hive, Turbo, Wonderland, Boudoir, Hall of Mirrors, Reck Room, Psychedelic, Disco, Jungle, 1984, Quark, and Texas rings will now be selectable.



Stuck on a game? Nowhere left to run? Then you need look no longer. Tips Extra is here to help you through the gaming wilderness.

Battletanx

INVINCIBILITY

Enter *MSTRVV* as a password.

UNLIMITED LIVES

Enter *LVFRVR* as a password.

ALL WEAPONS

Enter *PLVRZM* as a password.

UNLIMITED AMMUNITION

Enter *LTSFBLTS* as a password.

INVISIBILITY

Enter *CRSTLCR* as a password.

ALL GANGS IN CAMPAIGN MODE

Enter *LTSLTSGNGS* as a password.



FIFA '99

ATLANTA ATTACK TEAM

Win the Champion's Cup as Brazil under the professional difficulty level.



FINDING RONALDO

Ronaldo may be found in the game as Calcio on the Inter Milan team.



Twisted Edge Snowboarding

SECRET CHARACTERS

Finish first overall in the various difficulty stages of the Competition mode to earn the hidden boarders Ben, Nieno, Tok and Boreth.

MORE BOARDS

To earn the following hidden boards, finish first on all races: XXX6, Top Gear Rally and Midway. To earn the Bucky Board, complete the Stunt Challenge mode.

JUMP START

While 'go' is fading, press forward twice to get a jump start.

GET G CHARACTER

Complete Stunt Challenge mode with 28,000 points and a 1st place ranking.



Classic tip Wave Race 64 - Dolphin riding

Wave Race, then - still great, and it's well over two years old. And you can ride a dolphin in, erm, Dolphin Park. Here's how you do it:

Perform these stunts as follows -

• Start to Checkpoint 1: Headstand with somersault, riding backwards, handstand

• Checkpoint 1 to 2: Clockwise barrel roll, backflip and submarine dive.

• Checkpoint 2 to end: Anti-clockwise barrel roll. Now reset the game, go the Dolphin Park warm up in Championship, and hold down on the analogue when you choose your character. Hey presto! Dolphins galore.





ACTION REPLAY CODES

GOLDENEYE cont...

Infinite ammo800CD797 FFFF
 Infinite health810CCFDC 3F80
 Quick weapon draw & rapid fire800CD78B 00A5
800CDB33 00A5
 Blow up doorsD00572D1 0020
 (press L)800CDB1C 0007

Infinite ammo800ACF97 FFFF
 Infinite health810AC7DC 3F80
 Quick weapon draw & rapid fire800ACF8B 00A5
800AD333 00A5
 Blow up doorsD00572D1 0020
 (press L)800AD31C 0007

Infinite ammo800B4797 FFFF
 Infinite health810B3FDC 3F80
 Quick weapon draw & rapid fire800B478B 00A5
800B4833 00A5
 Blow up doorsD00572D1 0020
 (press L)800B481C 0007

Infinite ammo800BE797 FFFF
 Infinite health810BDFDC 3F80
 Quick weapon draw & rapid fire800BE78B 00A5
800BEB33 00A5
 Blow up doorsD00572D1 0020
 (press L)800BEB1C 0007

Infinite ammo800A7F97 FFFF
 Infinite health810A77DC 3F80
 Quick weapon draw & rapid fire800A7F8B 00A5
800A8333 00A5

Blow up doorsD00572D1 0020
 (press L)800A831C 0007

Infinite ammo80097B97 FFFF
 Infinite health810973DC 3F80
 Quick weapon draw & rapid fire80097B8B 00A5
80097F33 00A5
 Blow up doorsD00572D1 0020
 (press L)80097F1C 0007

The codes below open up all the cheats within the inbuilt cheat menu of the game. Please note that for these codes to work you need to have the menu already active.

All Guns80058593 0001
 Bond Invisible8005859A 0001
 DK Mode8005859C 0001
 Enemy Rockets800585AC 0001
 Fast Animation800585AA 0001
 Infinite Ammo8005859B 0001
 Invincible80058592 0001
 Line Mode80058597 0001
 No Radar (Multi)800585A7 0001
 Paint Ball Mode8005859F 0001
 Slow Animation800585AB 0001
 Tiny Bond8005859E 0001
 Turbo Mode800585A8 0001



All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.

If you come across any codes pop them in the post to Tips Extra (Datel Codes), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

READERS' TOP TEN TIPS

Looking through Readers Tips scares us, simply because it takes roughly 33.71 hours to plough through the mountains of envelopes. But it's all worth it - especially as the top tipper gets a new MakePad from InterAct (01204 700139).



Tip of the month

1 1080° Snowboarding
 At the start of the half-pipe on the training course, immediately turn left or right and squeeze Z. When you're near the wall, turn

back towards the pipe. A small invisible ramp will boost you miles up into the air, giving you absolutely ages to try the 1080°
Oliver Catt, Clacton-on-Sea

2 GoldenEye 007
 You'll need the Turbo Mode cheat - at the beginning of Aztec there's a drop with a stone slab across it. Fall down it, go up to the right hand wall (sideways) facing down the long corridor. Hold Bottom-C, Right and slowly move the analogue forwards and backwards. Hey presto! You're at the top again.
A. Thompson, Kent

5 Turok 2
 The crosshairs move to the default position, even with the lockspring turned off. But hold Down a bit on the analogue whilst turning your N64 on, it will be tricked into thinking that this is the default position. You'll lock up slowly, but it will never spring back.
Mario Bugeja, Malta

8 F1 World Grand Prix
 Put 'Pit In' off and your fuel to zero - this'll make you much faster and you won't need a pit stop!
Robin Newton, Northumberland

3 Zelda 64
 Rolling is faster than running, although it may not seem like it. It's also very handy for beating Dampé the gravekeeper for the piece of heart.
Thomas Ali, Leytonston

6 GoldenEye 007
 On Facility, wait until Guromov says you are surrounded and starts counting down. Shoot him with the Golden Gun (you'll need the All Weapons cheat), and he'll die but continue counting down. The guards just stand there like statues.
Peter Duncan, N. Ireland

9 Turok 2
 Enter the all-weapons cheat and select the Cerebral Bore. Find an Enadtrail or Fireborn and fire. While it's drilling, throw a Sunfire Pod (making sure you throw it before the Bore explodes). When all the light's gone, you'll see that the Bore hasn't exploded and the monster will be covering its eyes.
Max Butcher, Salisbury

4 GoldenEye 007
 Put on all ammo and all guns, and choose one gun of a pair. Then hold A and double tap Z - you'll be holding two different guns. With this, you can make Bond have three hands, with the watch laser and any single gun.
James Mitchell, Penrith

7 Super Mario 64
 Jump in the cannon in Wet Dry World and aim for the centre of the sun. Hold down, then fire. Mario will hit the wall, bounce into the cannon and lose half his power. Repeat and you'll be able to fire a dead Mario!
Daniel Rowen, Shropshire

10 F-Zero X
 On Sector 8's hill, drive straight off the right edge of the track. Angle yourself slightly to the left and you'll hurtle back onto the track at supersonic speed! You miss the traps too and, if you're skilled enough, you could still get some energy from the strips.
Robert Lee, Sutton

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.



Here's my top tip

It's for [game name]:

And I've found that if you:

Name

Address

Postcode

Send to: Tips Extra, N64 Magazine, 30 Monmouth St, Bath BA1 2BW. If you don't want to fill up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.



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THE WORD ON THE STREET

* Trade-in games must be in working order and of satisfactory quality. The trade-in value of the games you exchange must not exceed the price of the product(s) you are purchasing, no cash or credit can be issued. This does not effect your statutory rights. For further information, ask at your local store.

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Soul Calibur



Frame Gride



Dead or Alive 2



The House of the Dead 2



D2



Blue Stinger



Aero Dancing



Tokyo Highway Battle



Bio Hazard: Code Veronica



Maken X

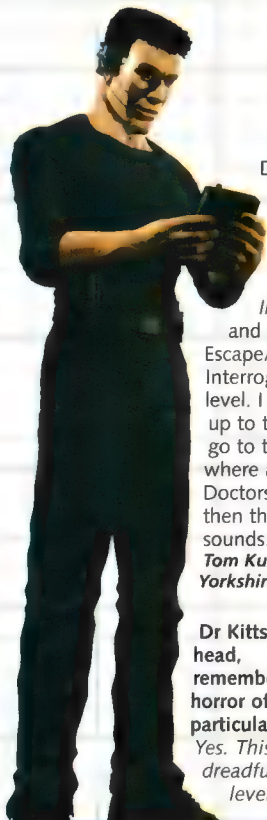


Air Force Delta

Discover how Sega plans to power the next generation in

THE FUTURE OF INTERACTIVE ENTERTAINMENT[®]
EDGE
ISSUE 71 ON SALE APRIL 21

Private healthcare? Pah! Who needs that when you've got an NHS doctor like me?



Dr Kitts, I'm having difficulty with *Mission: Impossible* and the CIA Escape/Interrogation level. I can get up to the lift and go to the room where all the Doctors are, but then the alarm sounds.
Tom Kurvits, Yorkshire

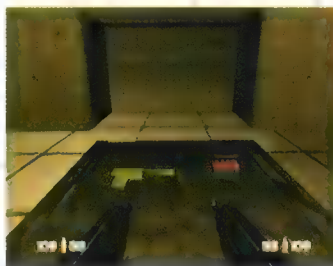
Dr Kitts nods his head, remembering the horror of this particular problem: Yes. This is truly a dreadful little level. Here's

what you should do: once you get to the infirmary, talk to the nurse, and she'll heal you (remember, you've just been drugged). Now, this is the stupid bit: hit one of the buttons that seem to have positioned themselves on the patients to distract everyone's attention. Now just smash the window and get out. Is that okay?

Dr Kitts, How the hell do you get the Taco car in *Top Gear Overdrive*? I've completed the six seasons and only got the N64 logo, Nintendo Power and Hotdog cars. Also, I can't select the Space Truckin' track in Vs mode without having to complete a season. Please help me out, Doctor!
Joe Young, Wetherby

Dr Kitts furrows his brow and removes the kitchen knife from his pocket: Very odd. I actually haven't heard of this complaint before. With six seasons completed, you should, by rights, have access to all six secret cars, including the Taco car. The only prescription I can think of is this slightly sneaky cheat. Simply use the analogue stick to highlight each of the following, pressing Z at each selection: Credits, Credits, Versus, Credits, Setup, Championship, Championship, Championship and Versus. The sound of an engine will confirm correct code entry.

As for your other problem, I'm afraid the only solution is to play through a season. There isn't a track cheat that incorporates the Space Truckin' course.



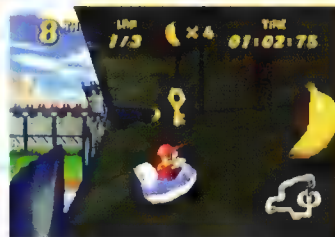
Dr Kitts, I'm stuck on *GoldenEye*. On the Egyptian level, after you've killed Baron Samedi for the final time, how do you recover the Golden Gun? Is there a tile sequence or something different?
James Hunt, Hertfordshire

Arching his eyebrows, Dr Kitts looks thoroughly surprised: Dear, oh dear. You've gone about things all wrong (although, having said that, you've done very well to dispatch Baron Samedi without the use of the Golden Gun). Your best bet is to go and get Scaramanga's famed implement of death first, and this is the sequence of tiles you need to take: step onto the first square, then go left two, forward two, right

three, forward two, left one, forward one, left one, forward two and right two. The case will now open and you can pick up the gun. Oh, and the turrets now become ineffective, so just step anywhere.

Dr Kitts, In *Diddy Kong Racing*, I can't seem to find the gold key to open the door into Smokey Castle. (You know, the level where you race the red dragon?) Please can you help me, Doc?
Christopher Middleton

cancelling his monthly subscription to 'Ampu-great-tion!', Dr Kitts stares long and hard: I can help you, yes. On *Boulder Canyon*, stop after the drawbridge in the castle and turn around. Hop to hit the bell and accelerate towards the raised drawbridge. Using a power-up, you'll be able to jump off it and land on a small ledge where the key is situated. Easy peasy.



Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction - it's like this...



My name is

and I live at

Post code

You're through to the...

NINTENDO

It seems you lot can't get enough of *Zelda: Ocarina of Time* – it's still the most popular game on the N64 but, judging by the thousands of calls we're getting here at the hotline, you're still having the odd problem.

This issue we've printed your most common questions on the hotline regarding the third Spiritual Stone, but what we'd really like you to do is write (care of **N64 Magazine**) and tell us where you're stuck. We'll print your replies over the next month or so.



Zelda: Ocarina of Time

COMMON QUESTIONS

Q Now look here, just where the blazes is Zora's Domain anyway?

A Zora's Domain is accessible from the top right-hand corner of Hyrule Field. Follow the river from Hyrule Castle until you enter the area called Zora's River. Here you will meet the owl once more. After speaking with the owl, go forward to the first bend in the river and jump across where the grass is missing. Follow the pathway up to get near the big waterfall. Now stand on the grey square grating on the ground and use the ocarina to play Zelda's lullaby to temporarily reveal an opening in the waterfall. Quickly go towards the waterfall and jump across to the new opening to enter Zora's Domain.



Q I've spoken to King Zora and he's told me about his daughter being kidnapped, but what should I do now?

A First of all, you must be able to dive deeper. This is achieved by winning the Diving Game. Facing King Zora, go left into the tunnel and talk to the Zora at the edge to play the Diving Game. Collect the Rupees that

the Zora throws into the water in 50 seconds or less by using Dive. After collecting all the Rupees, return to Zora to receive the Silver Scale.



Q Yeah, yeah, done that... Now what?

A Oh, clever dogs, eh? Now you need to return to Lake Hylia. Leave Zora's Domain the way you came in, then, facing away from the waterfall entrance, turn right and head towards the small square patch of water. This is actually a shortcut to Lake Hylia. Using your new found diving skills, enter the small hole at the bottom of the water and you will be magically transported to Lake Hylia. Once you're in the water, look down at the bottom of the lake and you should spy a bottle! Inside the bottle is a letter from Princess Ruto, Zora's daughter, explaining her precarious circumstances. Take this letter back and show it to King Zora who will give you access to the area behind him.

Q I've got to Lord Jabu Jabu, but don't know how to get inside him. Help!

A You need to have a fish in one of your bottles – you can find these in almost any shallow

patch of water in the game. To catch one simply stand next to it and 'use' the bottle (by pressing the C button the bottle is assigned to). Now go back to Jabu Jabu and use the bottle in front of him to feed him. Once he opens his mouth, you'll be automatically sucked into his belly. Urrgh!

Q I've found Princess Ruto, but she won't let me take her out of Jabu Jabu.

A Indeed, Ruto wants to get her treasure back and she won't leave until you help her get it. After she sits down, pick her up and enter the nearest door. Follow the hallway and enter the next door to reach a room with water in it. Drop into the water and throw Ruto onto the ledge on the other side, then step on the floor switch to raise the water. Climb onto



the ledge with Ruto, pick her up and enter the next door. Put Ruto down and use the Slingshot to hit the white switch on the ceiling to open the next door, then pick up Ruto again and enter the door. Ride the floating rock to the top and jump to the ledge. Enter the door on the right and walk through the door opposite. Walk along the right wall and step on the white

01703 652222

HOTLINE

floor switch to open the door next to it. Enter the door, defeat the four stingers, and open the big treasure chest to get the Boomerang.

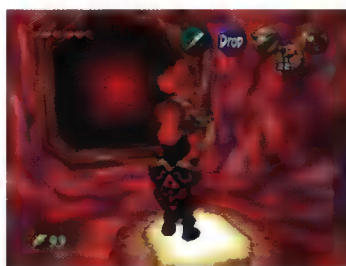
I think I have to destroy these big tentacles that I've come across in Jabu Jabu's belly, but I can't find all of them. What do I have to do?

A After getting the Boomerang, exit the room and go forward, without taking any side paths, until you reach another white floor switch. Place Ruto on the switch and enter the door. Lock on to the Parasitic Tentacle and use the Boomerang to destroy it. Exit the room and pick Princess Ruto back up. Go forward, take the third left (the blue hallway), enter the door and destroy the second Parasitic Tentacle. Exit the room, take



the first right and then take the second right. Destroy the third Parasitic Tentacle, exit the room and take the first left. Follow the right wall and enter the door to reappear in the room that Princess Ruto was first found in. Face away from the door you entered from, walk along the right wall and fall through the second hole in the floor. Follow the hallway and enter

the door. Throw Ruto up onto the platform with the Spiritual Stone and she'll automatically pick it up. When she's finished speaking, walk towards her and begin the battle with the mini-boss, Big Octo.



I've killed the boss but Ruto's disappeared! I've also got to a switch that opens a door, but I can't keep the door open.

A Once you've defeated Big Octo, climb onto the platform in the middle of the room and it'll rise. At the top, enter the door and use the Boomerang to stun the slimy, red platforms. Jump on them to reach the next door. Quickly walk to the end of the platform and jump to the next. This will automatically lower to the second room of the dungeon. To keep the door on this platform open you'll need to use one of the wooden boxes nearby. Enter the door and climb the vines to reach the platform in the centre of the room. Lock on to the white switch on the ceiling and use the Boomerang to hit it, unlocking the other door. Go through the door to reach Barinade. Once he's destroyed, enter the blue light to exit Jabu Jabu and you'll receive the third Spiritual Stone, Zora's Sapphire.

I went back to see Zelda with the three Spiritual Stones, but she's just been kidnapped! What the heck is going on?

A When Zelda gallops off in the cinematic sequence, she drops a gift for you in the castle moat. After the cut scene, drop into the moat and pick up the gift. It turns out to be a special ocarina – The Ocarina of Time; as you may have gathered, getting this item is pretty important. You'll learn the Song of Time, which enables you to travel through time. Now return to the Temple of Time, where you can play your new tune in front of the altar. Go through the doorway that opens and grab the Master Sword. After a tasty little cut scene, you'll awake... Seven years into the future!

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest games players in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

NOW ALSO AVAILABLE!

We now also have a fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles, 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling.

Call us on **0891 669945** and please make sure you have a pen and paper ready.

SEND US YOUR QUESTIONS

Stuck on a tricky bit in Zelda? The Hotline have offered to deal with your questions directly. Just jet down on a piece of paper what you're having problems with and send it in to us. We'll forward all your queries on to our friends at the Hotline and they'll include the answers in this column. Send your questions to: Hotline Zelda, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW



WINNER!

The mutants have landed!

THE WINNER!



Ultra Bovine 64 version 0.1

We had so many great paper, paint and pencil monster blueprints, it was going to take something pretty special to stand out as a winner. A couple of days before the competition's end, though, Paul had a mysterious package thrust into his hands while he was loitering out the front of our office. It turned out to be an "Ultra Bovine", a bizarre mutation involving all manner of plastic bits and pieces, including at least two N64 pads, a Time Boy, a Koopa Troopa, two Asthma inhalers (worryingly) and an over-powering smell of glue.

The Ultra Bovine arrived in its own ventilated carry case (complete with window), a host of miniature copies of N64 Magazine to keep it amused, and an adoption certificate charging us with the task of looking after it for the rest of its life.

In the face of such imagination, design excellence and total commitment to earning a pleasant afternoon out in Dixons, we had no choice but to award the first prize to Mario Kart finalist

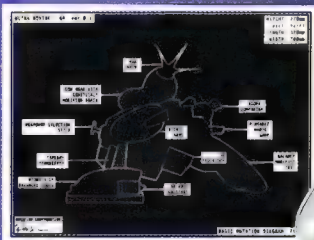
Rob [redacted] from [redacted]

Congratulations!
The cash is in the post.

WHAT WE SAID



We wanted your designs for Silicon Valley mutants. This was your chance to play Dr Frankenstein and create an animal entirely of your own imagination. The one that amused us the most would win a thousand-pound shopping spree in their favourite hi-tech gadget emporium. Five runners up would also be getting a copy of the mutant-packed Silicon Valley.



Part of the documentation that came with the Bovine.



We even got an adoption certificate and care instructions.



You wouldn't believe the stench of this thing. We had to scrub our hands with bleach after touching it.

THE RUNNERS-UP

One copy of *Silicon Valley* to:

Secret File 1500034576
- The MasterBrain

An amalgamation of three scientists morphed together after a disastrous lab accident. Disturbing, to say the least, but beautifully constructed; this very nearly won.



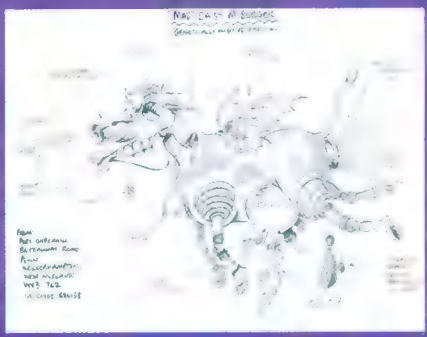
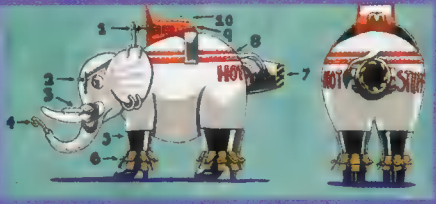
THE MORTAR CHICKEN

The Mortar Chicken
Sam Williams
(Genetically Modified)

A versatile chicken equipped with, amongst other things, a rubber glove balloon which allows it to reach high platforms. Professionally presented with great drawings. Perhaps DMA might like to use it in their next warped game.

Super Plush Luxury
Elephant No. 43
Lee Paves Oulton Broad

Featuring an Auto-Ear Flapper and the self-explanatory Turdotron. Wears high heels.



Mad Daisy Mc Burger
(Genetically Modified Friesian)
(Genetically Modified)

Features snot cannons, vertical take-off udders and a methane propulsion unit. Huzzah!



What the?
Lee Adams
 Bonkers creation by Maile Labs. Lee's explanation runs to seven brightly-coloured pages. Top work.

RESULT!

HIGHLY COMMENDED

Great creatures, that almost made it into the top six. No particular order here...

- Swee Ling Khoo for his PlayStation Destroyer Mark 1
- James Cobb for his Snail Tank
- Lynn Westall for her Goldfrog thing
- Hugh Dempsey for his Dungvark
- Victoria Hall for her top Bee model
- Matthew Finley for his Forse (Based on Epona, you know.)
- Jamie Brock for his exhaustive design documents. Superb.
- Luke Dabbs for his Sling model (non-musical)
- Nicola Reed for her She-Devil (a sheep variant, natch)
- JM Withs for the Killer Chicken
- Huw Edwards for the Pig on a Spring
- Craig McGrowan for the crazy Croceroo
- Matthew Richards for his Armour-Plated Hedgehog project. Spikey!
- Panadda Mironatumpom for her Flower Baby. Scarier than it sounds
- John Rodenhurst for his Robo Wasp
- Marc Wilding for his Wil, Jes And James mutant. Very funny.
- Thomas Reynolds for PJ Lizard. "Hard Hitin'"
- James Whitabous for the Red Crested Silicon Warrior
- James Grounds for the Boneless Kamikaze Monkey project
- Jison Harpel for the Black Hole Mole (amongst others)
- Phillip Roberts for the stamp-collecting Death by Metal
- Bryn Isaac for the Ninja Rhino (How?)
- Andrew Green for the fantastic N64-team based mutants
- John Davies for the Wega Monkey. Arty!
- Daniel Boucher for the worryingly authoritative Stables of Mzyhem design docs
- Ewan McLaughlin for the Stealth Camel. Made us laugh
- Pascal Valenbjn for the frog with extendable jaws
- Juha Pekka for the wildly armed Octofly
- The chap who did the James/Car/Leopard thing
- Chris Yates for the Bionic Crab
- Gareth West for the Genetically Modified Soya Bean
- Simon Ralph for his Monster model. Hummed a bit this one
- Richard Clark for the Turtle/Elk thing. With guns
- Fel Ling Tseng for the Taz-Man
- Rhodri Edwards for the Wheely Snake (amongst many others)
- Marc Jones for the N64 Dream Team
- The great spider model thing made out of paper maché. Sorry, the cleaners had it (again).



I'M THE BEST

Best. Bestest. Besteroni. Yup, when it comes to being best, no one comes close.

Jeeh. Like the Pizza Hut, or the local YMCA, we've been extra busy this month, getting together more gaming greatage. *Zelda*, of course, has provided a fresh challenge for you all, but those extra competitive *F-Zero* and *1080°* leagues have been even *more* of a battle, with stacks of you jostling for that top five table.

If you haven't yet entered and reckon you do better, though, why not take to one of the games in question and try to thrash the times? All we'll need is proof that your triumphs are genuine, in the form of either a photo, video or Game Boy camera snap. Once done, stick it in an envelope and send it to the usual address.



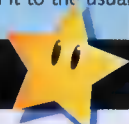
Now Leagues!!

We want your times for the following *Rogue Squadron* levels:

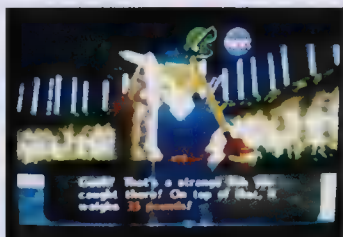
- Ambush at Mos Eisley
- Liberation of Gerrard V
- Search for the Nonnah
- Rescue on Kessel
- Defection at Correllia
- Battle above Taloraan
- Death Star Trench Run*
- Battle of Hoth*
- The Battle of Calamari

*BONUS LEVELS

STAR PERFORMANCE



Crikey! We had no idea what a keen bunch of fishermen **N64** readers are! Hordes of you sent in photos illustrating your angling prowess – most of you having hooked a healthy 20-pounder. But there were two entries that stood out from the rest – entries that really separated the minnows from the sharks! Chris O from West Brom and Ruben Larsen from Norway both managed to reel in the fabled 35-pounder – the legendary Hyrule Loach. As reward for their efforts we'll be sending both of them something just a little bit special and if you want to find out how to catch the biggest fish in the lake turn to our guide on page 98.



NEW HIGH SCORE!

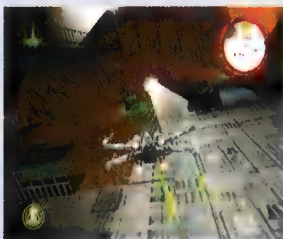
Back in issue 25 we asked for your fastest Arcade 2 times on *V-Rally 99* and, at last, we've finally got a winner. Jan Erik Spangberg managed an impressive 20'40"12 and we'll be rewarding him accordingly with a spanking new MakoPad from Interact (give them a bell on 01204 700139).

In issue 26 we asked for your fastest times on the first level of *Turok 2*. Martin reckoned anything under an hour was good going but Joachim Clauwers stunned us all with his time – a mere 17"20! A joystick is winging its way to Belgium as we speak.



THIS MONTH'S TIME TO BEAT

We know loads of you have bought *Rogue Squadron* because it rocketed straight to the top of the N64 charts, but how many of you have managed to access the two bonus levels? This month we want your times for the Death Star Trench Run bonus level – according to Tim it's positively tops for time-trialing shenanigans. You'll need to have collected a gold medal on all the levels to access the bonus tracks or, alternatively, if you can't manage that, try entering this handy cheat at the password screen: **DEADDACK**. That'll give you access to all the ships and all the levels.



GoldenEye 007

FASTEST 00 AGENT TIMES (Complete video evidence only, please)

CAVERNS

1	00'03"25	Richard Dunn, Lincolnshire
2	00'03"48	Steven Zwartjes, Holland
3	00'04"13	Andrew Fuller, Kent
4	00'04"28	Stelios Giamarelos, Athens
5	00'04"58	Zahir Ishani, Surrey

BUNKER 2

1	00'01"42	Stelios Giamarelos, Athens
2	00'01"57	Richard Dunn, Lincolnshire
3	00'02"04	David Nicol, Cambridge
4	00'02"34	Andrew Fuller, Kent
5	00'02"46	Ryan Bledsoe, North Yorks

CONTROL

1	00'05"26	Richard Dunn, Lincolnshire
2	00'05"31	Steven Zwartjes, Holland
3	00'06"01	Andrew Fuller, Kent
4	00'06"41	Andrew Gray, Argyll
5	00'06"54	Jonathan Gane, Herts

CRADLE

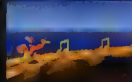
1	00'00"48	Steven Zwartjes, Holland
2	00'00"51	Richard Dunn, Lincolnshire
3	00'01"00	Manuel Gutiérrez Rojas, The Hague
4	00'01"00	Geoffrey Maddocks, Australia
5	0'01"23	Thomas Ellis, Newport

Fighters Destiny

FASTEST TIME
UK (PAL) version only

1	0'21"45	N. Kohbodi, Anglesey	3	0'26"57	Richard O'Connell
2	0'22"70	James Green, West Yorks	4	0'29"35	Thomas Rice, Farnborough

Banjo-Kazooie



UK (PAL) TIMES ONLY

MUMBO'S MOUNTAIN

1	00'04"54	Steve Ridley, Norwich
2	00'05"08	Stelios Giamarelos, Athens
3	00'05"28	Kevin Seeney, Suffolk
4	00'05"30	Marc Keeling Vincent, West Sussex
5	00'05"38	Richard Dunn, Lincolnshire
6	00'05"48	Patrick Wessels, Rotterdam
7	00'06"01	Stephen Mansfield, Derby
8	00'06"18	Steven Zwantjes, Holland
9	00'06"19	Marco Torri, Switzerland
10	00'06"20	Graham Underwood, Penrith

TREASURE TROVE COVE

1	00'05"39	Steve Ridley, Norwich
2	00'07"36	Orestis Giamarelos, Athens
3	00'08"13	Stelios Giamarelos, Athens
4	00'08"31	Richard Dunn, Lincolnshire
5	00'09"39	Patrick Wessels, Rotterdam

CLANKER'S CAVERN

1	00'08"47	Kevin Seeney, Suffolk
2	00'09"05	Richard Dunn, Lincolnshire
3	00'11"13	Patrick Wessels, Rotterdam
4	00'11"58	Sharon Frank, Fraserburgh
5	00'12"07	Jan-Erik Spangberg, Sweden

BUBBLELOOP SWAMP

1	00'14"41	Patrick Wessels, Rotterdam
2	00'14"27	Stelios Giamarelos, Athens
3	00'15"02	Kevin Seeney, Suffolk
4	00'15"13	Richard Dunn, Lincolnshire
5	00'15"19	Jan-Erik Spangberg, Sweden

GOBI'S VALLEY

1	00'12"47	Stelios Giamarelos, Athens
2	00'13"44	Kevin Seeney, Suffolk
3	00'14"22	Steve Ridley, Norwich

4	00'14"58	Patrick Wessels, Rotterdam
5	00'15"53	Darren Gordon, Fife

FREEZEEZY PEAK

1	00'11"31	Steve Ridley, Norwich
2	00'13"34	Kevin Seeney, Suffolk
3	00'13"55	Stelios Giamarelos, Athens
4	00'15"17	Patrick Wessels, Rotterdam
5	00'16"04	Richard Dunn, Lincolnshire

MAD MONSTER MANSION

1	00'13"49	Patrick Wessels, Rotterdam
2	00'13"59	Steve Ridley, Norwich
3	00'13"08	Stelios Giamarelos, Athens
4	00'14"15	Jan-Erik Spangberg, Sweden
5	00'15"39	Darren Gordon, Fife

RUSTY BUCKET BAY

1	00'13"30	Kevin Seeney, Suffolk
2	00'13"39	Jon Davies, Oxfordshire
3	00'14"01	Stelios Giamarelos, Athens
4	00'14"42	Steve Ridley, Norwich
5	00'15"43	Patrick Wessels, Rotterdam

CLICK CLOCK WOOD

1	00'19"27	Stelios Giamarelos, Athens
2	00'23"39	Steve Ridley, Norwich
3	00'27"01	Patrick Wessels, Rotterdam
4	00'29"00	Jan-Erik Spangberg, Sweden
5	00'31"26	Darren Gordon, Fife

TOTAL GAME TIME

1	02'00"51	Stelios Giamarelos, Athens
2	02'24"05	Steve Ridley, Norwich
3	02'53"54	Jan-Erik Spangberg, Sweden
4	02'54"00	Jon Davies, Oxfordshire
5	03'06"22	Andrew Mills, Londonderry

V-Rally 99

ARCADE 1

1	14'37"56	Jonathan McIlvaney, Washington
2	15'01"12	Morten Tronstad, Norway
3	15'22"00	Steven Ward, N. Yorks

ARCADE 2

1	20'40"12	Jan-Erik Spangberg, Sweden
2	22'38"92	James Hegarty, Belfast
3	23'17"00	Morten Tronstad, Norway
4	24'10"80	Jonathan McIlvaney, Washington

ARCADE 3

1	28'48"96	Morten Tronstad, Norway
2	29'32"54	Paragon Foe, Leicester

Wetrix

CLASSIC MODE

UK (PAL) Version only

137278925
James Ellis, Middlesex

133147009
Brian Coombs, Middlesex

129265782
Michael van Zeventer, Holland

104586444
James Glover, Kent

102719459
Trevor Donaldson, Manchester

F1 World Grand Prix



UK (PAL) TIMES ONLY

No secret cars

AUSTRALIA

1	1'03"20	Joachim Clauwers, Belgium
2	1'04"21	Jere Tantt, Finland
3	1'04"54	Jan Clauwers, Belgium
4	1'05"24	Richard Dunn, Lincolnshire
5	1'05"65	David Savage, Wokingham

BRAZIL

1	0'58"93	Joachim Clauwers, Belgium
2	0'59"05	Jere Tantt, Finland
3	0'59"16	Kristoffer Thorbjornsen, Scotland
4	1'00"13	Christopher Dunn, Lincolnshire
5	1'00"29	James Hegarty, Belfast

ARGENTINA

1	0'59"49	Jere Tantt, Finland
2	1'01"58	Joachim Clauwers, Belgium
3	1'01"84	David Savage, Wokingham
4	1'02"30	Arvanitis Vagelis, Greece
5	1'03"01	Joachim Clauwers, Belgium

MONACO

1	0'58"81	Joachim Clauwers, Belgium
2	0'59"41	Stuart Richards, Surrey
3	1'00"25	Trevor Scannell, Barking
4	1'00"61	Jere Tantt, Finland
5	1'00"89	Alan Dundas, Angus

FRANCE

1	0'55"49	Emanuel Kivilohkare, Norway
2	0'56"53	Joachim Clauwers, Belgium
3	0'56"69	James Hegarty, Belfast
4	0'57"44	Kristoffer Thorbjornsen, Scotland
5	0'57"49	Jan Clauwers, Belgium

BRITAIN

1	0'56"93	Joachim Clauwers, Belgium
2	0'59"21	Martin Pickering, Denbighshire
3	0'59"43	Joachim Clauwers, Belgium
4	1'00"45	Jan Clauwers, Belgium
5	1'00"53	David Savage, Wokingham

GERMANY

1	1'14"87	Joachim Clauwers, Belgium
2	1'15"55	Jan Clauwers, Belgium
3	1'16"11	Jere Tantt, Finland
4	1'16"97	Martin Pickering, Denbighshire
5	1'17"07	Jimmi Aarela, Finland

ITALY

1	1'01"37	Joachim Clauwers, Belgium
2	1'01"88	Jan Clauwers, Belgium
3	1'02"54	Jere Tantt, Finland
4	1'04"00	James Eberlein, Deal
5	1'04"40	Alan Dundas, Angus

JAPAN

1	1'13"78	Joachim Clauwers, Belgium
2	1'14"07	Jere Tantt, Finland
3	1'14"19	Trevor Scannell, Barking
4	1'14"73	Jack McCarthy, Dublin
5	1'15"07	James Eberlein, Deal

The Legend of Zelda: Ocarina Of Time

BIGGEST FISH CAUGHT

- 35 POUNDS**
Chris O, West Brom
- 35 POUNDS**
Ruben Larsen, Norway
- 23 POUNDS**
John Hope, Northampton
- 23 POUNDS**
Tom Magee, Germany
- 22 POUNDS**
Neil McNally, Derbyshire

MARATHON TIME

- 1'02"00**
Chris O, West Brom
- 1'05"00**
John Hope, Northampton
- 1'05"00**
Ruben Larsen, Norway
- 1'06"00**
Ian Gore, Somerset
- 1'06"00**
Stephen McMahon, Newry

HORSE RACE

- 0'46"00**
Chris O, West Brom
- 0'47"00**
Leigh Hughes, Gwent
- 0'47"00**
Ian Gore, Somerset
- 0'47"00**
Stuart Richards, Surrey
- 0'47"00**
Ross Smyth, Ireland

ARCHERY SCORE

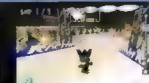
- 2000**
Nick Synes, Westhampnett
- 2000**
Andrew Whitham, Moreton
- 2000**
Chris O, West Brom
- 2000**
Andrew McGrae, Southport
- 2000**
Gary Carney, Newcastle upon Tyne
- 2000**
Stephen McMahon, Newry
- 2000**
Ruben Larsen, Norway

Turok 2: Seeds Of Evil

LEVEL 1: PORT OF ADIA

- 0:17:19**
Joachim Clauwers, Belgium
- 0:18:47**
Jan Clauwers, Belgium
- 0:22:50**
Alex Newman, Kent
- 0:23:22**
James Hegarty, Belfast
- 0:27:30**
Stephen McMahon, Newry
- 0:31:26**
Donald Shaw, Livingston
- 0:35:34**
Kevin Seeney, Suffolk

Snowboard Kids



UK (PAL) TIMES ONLY

STUNT GAME

- 9999** Mario Siouyis, Greece
- 9998** Stelios Giamarelos, Greece
- 9040** Ed Higgins, Essex
- 8940** Robert Hollinshead, Kent
- 7684** Matt Peck, East Sussex
- 7240** Olav Vassend, Norway
- 6944** T. Egerton-Jones, Liverpool
- 6573** Luke Porter, Belfast
- 6400** Rob Davies, Swansea
- 5520** Robert Gallagher, Southampton

ROOKIE MOUNTAIN speed game

- 0'26"20** Jamie Hyde, Bradford-on-Avon
- 0'26"30** Brett Slader, Australia
- 0'26"33** Konstantinos Mitzithras, Greece

BIG SNOWMAN speed game

- 1'36"13** John Heelham, Manchester
- 1'36"93** Jamie Hyde, Bradford-on-Avon
- 1'37"00** Konstantinos Mitzithras, Greece

SUNSET ROCK speed game

- 1'34"60** Jamie Hyde, Bradford-on-Avon
- 1'34"60** Brett Slader, Australia
- 1'35"10** Graeme Robb, Scotland

NIGHT HIGHWAY

- 1'29"13** Kevin Seeney, Bath
- 1'29"73** Graeme Robb, Scotland
- 1'29"76** Al Pierce, Salisbury

GRASS VALLEY

- 1'40"83** John Heelham, Manchester
- 1'41"43** Konstantinos Mitzithras, Greece
- 1'41"63** Kevin Seeney, Suffolk

DIZZY LAND

- 1'35"96** Kevin Seeney, Bath
- 1'36"03** Konstantinos Mitzithras, Greece
- 1'36"06** Mario Sioutis, Greece

QUICKSAND

- 1'34"56** Kevin Seeney, Bath
- 1'35"10** John Heelham, Manchester
- 1'35"50** Brett Slader, Australia

SILVER MOUNTAIN

- 1'44"13** Jamie Hyde, Bradford-on-Avon
- 1'44"70** John Heelham, Manchester
- 1'44"70** Konstantinos Mitzithras, Greece

NINJA LAND

- 00'22"96** Andy Palmer, Herts
- 00'23"10** Daniel Aherne, Manchester
- 00'23"26** Jonathan James, Blackwood

1080° Snowboarding



UK (PAL) TIMES ONLY

CRYSTAL LAKE

- 1'02"76** Ruben Larsen, Norway
- 1'02"79** Adam Charlton, Huntingdon
- 1'02"86** Jon Olav Larsen, Norway
- 1'02"89** Peter Howe, Kent
- 1'02"96** Sean Matthews, Paisley

CRYSTAL PEAK

- 1'27"84** Adam Charlton, Huntingdon
- 1'27"41** Danny Dunn, Lincolnshire
- 1'27"54** Manolis Kalaitzake, Cork
- 1'27"81** Steven Zwartjes, Holland
- 1'27"91** Brett Slader, Australia

GOLDEN FOREST

- 1'19"89** Ruben Larsen, Norway
- 1'19"92** Steven Zwartjes, Holland
- 1'19"99** Danny Dunn, Lincolnshire
- 1'20"02** Andrew Mills, Dundee
- 1'20"12** Jan-Erik Spangberg, Sweden

MOUNTAIN VILLAGE

- 1'30"75** Adam Charlton, Buckden
- 1'31"24** Ruben Larsen, Norway
- 1'31"37** Norman Obaseki, Leeds
- 1'31"50** Danny Dunn, Lincolnshire
- 1'31"64** Jan-Erik Spangberg, Sweden

DRAGON CAVE

- 1'26"19** Norman Obaseki, Leeds
- 1'26"42** Ruben Larsen, Norway
- 1'26"42** Manolis Kalaitzake, Cork
- 1'26"62** Philipp Sokolean, Switzerland
- 1'26"98** Steven Zwartjes, Holland

DEADLY FALL

- 1'07"98** Norman Obaseki, Leeds
- 1'08"01** Ruben Larsen, Norway
- 1'08"07** Brett Slader, Australia
- 1'08"11** Leigh Hughes, Gwent
- 1'08"23** Damien Orchard, Hereford

CONTEST MODE

- 395433** Steven Zwartjes, Holland
- 296844** David Vowles, Bath
- 265088** Oliver Thomason, Brighton
- 257473** Brett Slader, Australia
- 253981** James Shaughnessy, Cheshire

Mario Kart 64

UK (PAL) TIMES

LUIGI CIRCUIT

1	1'10"00	Kye Jewell, Yate
2	1'24"34	Richard Dunn, Lincolnshire
3	1'29"25	Alan Dundas, Arbroath

ROYAL RACEWAY

1	2'02"43	Dean Buckley, Kent
2	2'05"13	Anthony Gruitt, Kent
3	2'06"29	Steven Zwartjes, Holland

KOOPA TROOPA BEACH

1	1'27"79	Sam York, Bristol
2	1'29"21	Alan Dundas, Arbroath
3	1'33"12	Dean Buckley, Kent

FRAPPE SNOWLAND

1	00'19"83	Sarah Ashworth, Shropshire
2	00'18"39	Ewan Alman, Middlesex
3	00'22"26	Rhys Allen, Australia

BOWSER'S CASTLE

1	2'08"44	Alan Dundas, Arbroath
2	2'13"33	Dean Buckley, Kent
3	2'16"47	Anthony Gruitt, Kent

BANSHEE BOARDWALK

1	2'03"98	Alan Dundas, Arbroath
2	2'04"76	Anthony Gruitt, Kent
3	2'05"30	Dean Buckley, Kent

Diddy Kong Racing

UK (PAL) TIMES ONLY

ANCIENT LAKE

1	0'36"20	Stuart Richards, Surrey
2	0'38"40	Beckie Haskins, Southsea
3	0'38"70	Alan Inker, Newport
4	0'40"60	Stelios Giamarelos, Greece
5	0'41"13	Orestis Giamarelos, Greece

FOSSIL CANYON

1	1'02"81	Stuart Richards, Surrey
2	1'05"00	Adam Charlton, Huntingdon
3	1'05"44	Stelios Giamarelos, Greece
4	1'05"83	Orestis Giamarelos, Greece
5	1'08"33	Beckie Haskins, Southsea

HOT TOP VOLCANO

1	0'53"93	Stuart Richards, Surrey
2	1'00"81	Stelios Giamarelos, Greece
3	1'01"96	Beckie Haskins, Southsea
4	1'02"95	Orestis Giamarelos, Greece

JUNGLE FALLS

1	0'41"70	Stuart Richards, Surrey
2	0'41"53	Adam Charlton, Huntingdon
3	0'43"53	Stelios Giamarelos, Greece
4	0'44"74	Orestis Giamarelos, Greece
5	0'45"66	Arthur Van Dalen, Holland

WALRUS COVE

1	1'30"35	Stuart Richards, Surrey
2	1'30"73	Adam Charlton, Huntingdon
3	1'33"24	Stelios Giamarelos, Greece
4	1'35"40	Steven Zwartjes, Holland
5	1'35"77	Orestis Giamarelos, Greece

CRESCENT ISLAND

1	1'06"43	Stuart Richards, Surrey
2	1'09"01	Stelios Giamarelos, Greece
3	1'10"57	Orestis Giamarelos, Greece

WINDMILL PLAINS

1	1'25"43	Stuart Richards, Surrey
2	1'33"67	Stelios Giamarelos, Greece
3	1'35"45	Adam Charlton, Huntingdon
4	1'36"61	Orestis Giamarelos, Greece
5	1'42"06	Alan Inker, Newport

DARKMOON CAVERNS

1	1'42"60	Stuart Richards, Surrey
2	1'46"41	Adam Charlton, Huntingdon
3	1'48"03	Tim Booth, Shrewsbury
4	1'49"03	Richard Dunn, Lincolnshire
5	1'49"63	Beckie Haskins, Southsea

F-Zero X

UK (PAL) TIMES

DEATH RACE

1	00'31"323	Michael Swift, Liverpool
2	00'41"423	Stuart Richards, Surrey
3	00'42"974	Rodney McComb, Co. Londonderry
4	00'43"254	Martin Conroy, Leeds
5	00'45"392	Alan Bell, Milford Haven

MUTE CITY

1	1'15"069	Richard Dunn, Lincolnshire
2	1'24"283	Zen, Liverpool
3	1'25"393	Kevin Seeney, Suffolk
4	1'26"459	Steven Zwartjes, Holland
5	1'26"608	Jake Gordon, Bromley

SILENCE

1	1'07"818	Richard Dunn, Lincolnshire
2	1'13"401	Kevin Seeney, Suffolk
3	1'13"891	Greg Hibbert, Co. Durham
4	1'17"202	John Mellor, Huddersfield
5	1'17"231	Sam Walker, West Malvern

RED CANYON

1	1'14"610	Richard Dunn, Lincolnshire
2	1'17"449	Morten Tronstad, Norway
3	1'18"070	Stuart Richards, Surrey
4	1'18"333	Nils Menzler, Germany
5	1'18"432	Steven Zwartjes, Holland

WHITE LAND

1	1'38"898	Steven Zwartjes, Holland
2	1'39"423	Morten Tronstad, Norway
3	1'40"395	Nils Menzler, Germany
4	1'40"395	Zen, Liverpool
5	1'40"730	Stuart Richards, Surrey

SECTOR B

1	1'39"464	Richard Dunn, Lincolnshire
2	1'41"274	Steven Zwartjes, Holland
3	1'42"861	Zen, Liverpool
4	1'43"553	Nils Menzler, Germany
5	1'44"182	Martin Conroy, Leeds

MUTE CITY 3

1	1'41"602	Steven Zwartjes, Holland
2	1'42"279	Tom Donoughue, Balsham
3	1'42"545	Gary Carney, Newcastle upon Tyne
4	1'43"874	Morten Tronstad, Norway
5	1'44"301	Richard Dunn, Lincolnshire

RAINBOW ROAD

1	1'58"503	Richard Dunn, Lincolnshire
2	2'11"920	Steven Zwartjes, Holland
3	2'16"650	Martin Conroy, Leeds
4	2'16"938	Morten Tronstad, Norway
5	2'17"574	Gary Thomson, Mid Lothian

BIG HAND

1	2'11"377	Richard Dunn, Lincolnshire
2	2'28"402	Morten Tronstad, Norway
3	2'29"250	Steven Zwartjes, Holland
4	2'29"579	Andrew Harvey, Twyford
5	2'29"806	David Van Moer, Belgium

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible. Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post - it'll be there in the next one.



UPDATE!

Skill Club 64, eh? That'll skill a gap! Ahem. Right. Moving on...

Hello, sir. Welcome to Skill Club 64. To your left you'll find the first of our specially created rooms. We like to call it Bronze. It doesn't cost to enter – well (ha!) only the price of a couple of stamps worth, anyway! – and the criteria is simple: you need to have completed three of the challenges overleaf. Done that? Well, please, go on in and sit down.



No? Onwards? Well, here we have Silver. It's a little more difficult to get in here. Seven challenges is the task at hand but, you know, the rewards are worth it. Oh, I see. We're thinking big, sir. Gold, you say? Well, yes, that is our most exclusive room, which is why it's an absolute bleeder to get into. If you'll excuse my French. Still, if you manage to pass our doorman – Martin, his name is (and, just between you and me, I think he's probably dumped some bodies in there; the smell really is awful) – you'll find that as well as a certificate to show you've been accepted, you'll also receive a superb Manta Ray pad from NuGen (01992 707407). And that's really that, sir. Is there anything else I can help you with? (Yeah, why are you doing this stupid voice? – Ed)

GOLD Club complete 10 challenges	
Simon Moore, Liverpool	Stelios & Orestis
Richard Davies, Rotherham	Giaremelos, Greece
René Laurent, Ireland	Michael J.K Bevan, New Zealand
Stephen Lockhart, Ireland	Chris Smith, Tyne & Wear
Andrew McGrae, Southport	Kostas A. Mitzithras, Greece
Matthew King, Bromley	Richard Ford, London
Derek Thomson, Edinburgh	Phill Young, Northallerton
Jon Davies, Wallingford	Michael Mawdsley, Southport
Jan-Erik Spangberg, Sweden	Scott Brown, Stocksfield
Kelly Humphreys, Marlow	Daniel McCann, Glasgow
Graham Underwood, Cumbria	Afong Toh, The Netherlands
Gregor Richards, Dorking	Brett Slader, Australia
Stuart Richards, Dorking	Gary Thomson, Mid Lothian
Stephen McMahon, Co. Down	Nick & Chris Robinson, West Sussex
John Kostons, Nederland	Greg Duncan, Glasgow
Piet dem Dulk, Holland	Alan Dundas, Angus
Paul Isaia, Southampton	Jeremy Hammett, Woking
Robert Gallagher, Eastleigh	Tom Spurrier, Southampton
Ingvar S. Arnorson, Iceland	Mark Reilly, Glasgow
David Sharp, Clackmannanshire	Antonio Vites Carmora, Spain
Shane Roberts, Spalding	Chris Partridge, East Sussex
Andrew Mills, Londonderry	Jesús Ramos Membrive, Spain
Mark Currid, Ireland	Chris Ross, Angus
David Nicol, Cambridge	Ross Duncan, Nairn
David Keane, Sandwich	Joshua Takaoka, Newbury
David Crowther, Kent	Paul Northend, Middlesborough
Daniel Syversen, Norway	Bill McCoist, Fareham
	Ross McKinstry, Arbroath

SILVER Club complete 7 challenges			
NAME	COMPLETED	NAME	COMPLETED
Kevin Spring, Bradford	A,B,C,D,G,H,I	John Heelham, Manchester	A,B,D,G,H,I,K
Kenneth Pickering, Ayrshire	A,B,C,D,G,I,J	Peter Tweedie, Woking	A,B,C,D,H,I,M
Shaun Bell, Trowbridge	A,B,D,E,G,H,I	Adam Denton, Crewe	A,B,D,F,G,H,I
Kurt Peter Radford, Rotherham	A,B,D,E,F,I,J	Jeremy Scoble, Plymouth	A,C,D,E,G,H,I
Richard Davies, Rotherham	A,B,D,E,F,I,J	Lewis Cave, Loughborough	A,B,D,E,F,I,N
Philip Foster, Havant	A,B,D,E,F,G,I	Stephen Mansfield, Derby	A,B,C,D,E,J,M
Derek Topper, Bristol	A,C,E,F,G,H,I	Steven Said, Australia	A,B,E,F,G,I,M
Chris Scearcie, Reading	A,B,C,D,F,G,I	Pedro Manacas & Rui Mota, Portugal	A,D,E,F,H,I,N
Arthur Van Dalen, The Netherlands	A,B,D,F,G,H,I	David Gamble, Co. Antrim	A,B,C,D,I,L,N
Ciaran McDermott, Ireland	A,B,C,D,E,F,H	Colin Taylor, Barnet	A,B,C,D,L,M,O
Rony Costa, Middlesex	A,B,C,D,E,I,J	James Bundy, Reading	A,C,D,E,F,I,L
Andrew Castiglione, Bristol	A,B,D,E,F,H,I	Griffin Leadebrand, Australia	A,B,D,F,I,L,M
Jon Olav Larsen, Norway	A,B,C,D,E,F,G	M. Mina, Essex	A,C,E,F,I,M,O
Mario Sioutis, Greece	A,C,D,E,F,G,H	Luke Yeandle, Abertillery	A,B,C,D,E,G,P
Andrew Rutherford, Macclesfield	A,B,C,D,F,G,I	Nils Menzler, Germany	A,B,C,E,I,N,O
Ben Champion, Staffs	A,B,C,D,F,H,I	Martyn Bibby, Cheshire	A,B,D,E,F,G,H,I
Ben Cook, Shoreham-By-Sea	A,B,C,D,G,H,I	Christopher Smith, Surrey	A,B,C,D,E,G,I,J
Chris Constable, Devizes	A,C,D,F,G,H,J	Aidan Murray, Co. Cork	A,B,C,D,F,G,H,I
Craig Scotney, Leighton Buzzard	A,B,C,D,G,H,I	Chris Kerry, Essex	A,B,C,F,G,I,K,L
Dave Bloemer, Holland	A,B,C,D,F,G,K	Matthew Weston, Nottingham	A,B,C,D,G,H,I,L
The Terrible Twins, Banbury	A,B,C,E,F,H,I	Torri Marco, Switzerland	A,B,C,D,E,L,M,N
Craig Silcocks, Trowbridge	A,B,C,D,E,F,J	Laurie Eggleston, Kent	A,B,C,D,F,G,J,M
Gard Mellemstrand, Norway	A,C,D,E,F,G,I	Ryan McIvenna, Antrim	A,B,C,D,F,I,K,L
Andrew Taylor, Cheshire	A,B,C,D,F,H,I	Alex Deas, Scotland	A,B,C,F,G,I,L,M
James Cruickshank, Clackmannanshire	A,C,D,F,G,H,I	Philipp Sokolean, Switzerland	A,B,D,E,H,I,L,M
Tom Clarke, Bucks	A,B,C,D,F,I,K	James Hegarty, Belfast	A,B,F,G,H,I,N,P
Kevin Gilbert, Upton	A,B,D,G,H,I,K	Chris & Kevin Fennelly, London	A,C,D,F,I,J,M,O
Iain Dalby, Tyne & Wear	A,C,D,E,F,G,H	Richard Whitham, Poulton-le-Fylde	A,B,C,D,F,G,L,O
Brian Mulheran, Tyne & Wear	A,C,D,E,F,G,H	Matthew Wilkins, Wiltshire	A,B,D,E,G,I,M,N
Dylan Foale, Devon	A,B,C,D,F,G,I	Matthew King, Bromley	A,B,C,D,E,F,G,I,J
Davy James, Powys	A,B,C,D,F,G,I	Chris Gray, Fife	A,C,D,E,F,H,I,J,L
Robbie Klijn, The Netherlands	A,B,C,D,E,F,L	Andrew Harvey, Twyford	A,B,C,G,I,K,L,M,N
Stuart Derbyshire, Bolton	A,B,D,E,F,G,I		

BRONZE Club

complete 3 challenges

NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED
Miles Fearnley, West Yorks	B,D,E	Wayne Parkes, Cornwall	A,B,D	Tjing Lam, Netherlands	A,E,F	David Dixon, Cumbria	A,D,F,G
R. Knapman, South Wirral	A,B,E	Joel Porter, London	A,E,F	Lesley Hodges, Switzerland	A,B,I	Richard Woodall, New Zealand	A,C,D,G
Stephen Durant, Bridgwater	A,F,I	Flornj Cleverens, The Netherlands	A,C,G	Tom Hill, Wickford	A,B,F	Martin Drew, Bognor Regis	A,D,G,J
Simon Bell, Co. Durham	A,B,F	Martin Hunter, Edinburgh	A,B,E	Mart V. D. Ven, Holland	A,C,I	David Park, Tyne & Wear	A,D,F,G
Herman Valk, The Netherlands	A,B,G	Richard Holmes, Derbyshire	E,G,I	David Conroy, Lancaster	A,B,C	James Garrity, Liverpool	A,B,D,E
Michael Gapper, Bristol	A,C,F	Alex Wood, Ipswich	A,B,D	John Addis, Marlow	A,B,D	Michael Williams, Cardiff	D,H,I,K
Riccardo Riboldi, Italy	A,B,E	Mike Hodzelmans, Holland	A,B,D	Victor Supica, Australia	A,B,K	Martin Flynn, Kent	A,C,D,F
Adam Norman, Nottingham	A,D,E	Michael Petch, Doncaster	A,B,I	Ben Duffield, Great Yarmouth	A,D,E	Mikael Bogdanoff, Finland	A,F,I,J
Nicholas Bec, Salisbury	A,C,I	Simon London, Norwich	A,B,C	Rowan Sloan, Orpington	A,D,F	Tom Carver, Devon	A,C,H,I
Paul Coulson, Stamford	A,B,F	Peter Campbell, Belfast	D,G,J	James Hulston, Manchester	A,D,H	Steven Goacher, Surrey	A,B,D,H
Sebastian Bond, Gloucester	A,D,G	William Shutes, Norwich	A,B,F	Mike Barber, Stoke-on-Trent	A,C,D	Kevin Gurton, Kent	A,B,D,I
Ioan Rees, Redditch	A,B,G	Simon Lyddon, Devon	A,B,D	Gary Townsend, Norfolk	A,B,D	David and Chris Mason, Plymouth	A,B,D,I
Nick Hadden, Co. Cork	A,C,I	Steven Smith, Essex	B,D,F	Chris 'The Pyemaster' Madden	A,B,C	Scott Winterburn, Norfolk	A,D,G,I
Tom Richardson, Addingham	A,C,H	Henry Rummins, Ashford	A,B,D	Joshua Kendall, Australia	B,C,D	Antonio V. Carmona, Spain	A,D,G,I
Robert Kloosterhuis, Holland	A,D,F	Edward Rummins, Ashford	A,B,D	Robert Eaton	A,B,G	Paul Jerome, London	A,B,C,D
Gordon Scales, Nottingham	A,B,F	Ryan Carson, Devon	A,C,F	Adam Holmes, Birmingham	C,D,E	Gavin Cullen, Earlston	A,C,F,G
Ian Renyard, Ashford	A,B,F	Ashley Bennett, Essex	A,D,I	James Steer, Maidenhead	A,D,F	Mark Shackcloth	A,F,G,I
Phillip Renyard, Ashford	A,B,F	Thomas Vincett, Weston-super-Mare	A,D,F	Robert Beaver, Manchester	A,B,D	Mariusz Panczar, Poland	A,E,G,L
Andy Howard, Cambridge	A,B,D	Sarah Margie, Ware	A,B,I	Graeme Downes, Surrey	A,C,D	Daniel Brown, Australia	A,D,F,M
Remco Van Wingerden, Holland	A,B,F	Sam Thompson, Aberystwyth	C,D,I	Carl Brennand, Cumbria	A,B,F	Steven Dalton, Stockton-on-Tees	A,B,D,H
Mark Odell, Derby	A,D,E	Toni Ylaranta, Finland	A,G,I	Henry Edmondson, Preston	A,B,H	Jerden Marinus, The Netherlands	A,B,E,H
Thomas Suckling, Ipswich	A,D,F	Tom Badran, Basingstoke	A,C,G	Matthew Prior, Norwich	A,B,H	Steven Woolley, Norfolk	A,B,D,N
Dylan Foale, Devon	A,C,I	John Hope, Northampton	A,F,I	Richard McCann, Wirral	A,C,D	Jaakko Hermunen, Finland	A,B,C,I
Lee Robertshaw, Southampton	A,E,F	Joshua Clarke, Birmingham	A,C,F	Thomas Taylor, London	A,C,D	Antony Boguan, Cleveland	B,D,H,I
Ian Gore, Somerset	A,B,F	Matthew Harper, Gloucester	A,D,I	Simon Nash, Watford	B,D,H	Richard Doherty, Newport	B,D,E,J
Graham Cookson, Kent	A,B,H	Christopher Green, Reading	A,D,F	Henryk B. Zaleski	A,B,I	Jonathan McConnell, Truro	A,B,E,F
Dave Bloemer, Holland	A,C,F	Chris Knowles, Cheshire	A,B,D	John Lucas-Herald, Edinburgh	A,D,I	Ross McConnell, Truro	A,B,E,F
Andrew Hannath, Swindon	B,D,F	Turo Hallinen, Finland	A,D,K	Michael Craze, Chigwell	A,C,D	Joachim Clauwers, Belgium	A,B,D,F
Erwin Zeevaert, Holland	A,F,H	Dennis Schuh, Holland	A,C,D	Jostein Austvik Jacobsen, Norway	A,B,F	Barry Glover, Manchester	A,B,D,M
Steve Paget, Bonsall	A,C,D	Niall Quigley, Co. Tyrone	A,B,H	Daniel Aherne, Manchester	A,B,D	David Faggiani, Manchester	A,B,D,F
Philip O. Herts	A,D,H	Guy Burdge, Somerset	A,D,E	Mark Jackson, Cumbria	A,D,H	Chris Lowe, Tyne & Wear	A,C,D,H
Benjamin Lo, London	E,F,J	Brian Davidson, Co. Tyrone	A,B,D	Paul Howling, Suffolk	A,D,M	Steven Astley, Wigan	A,E,F,J
Robert Lynch, Middlesex	A,B,D	Scott Butler, Co. Armagh	A,C,G	Ricardo Perez, Southport	A,B,I	Mike Smith, Gloucester	A,B,C,M
Owain Brimfield, Isle of Man	A,E,F	Pieter van den Brink, The Netherlands	A,I,K	David Fisher, Hull	A,D,E	Robert Ward, Middlesex	A,B,G,H,I
David Newbrook, Staffs	A,D,F	Andrew Phillips, London	A,D,J	MD Lin, Crawley	D,E,H	Alain Keersmaekers, Belgium	A,B,C,F,J
Alex Schwassmann, Germany	A,F,I	Alastair Edwards, London	A,D,J	Harris Tsalidis, Greece	A,C,D	David Lewis, Birmingham	A,B,D,E,F
Jonathan Townsend, Gwent	A,E,G	Paul Shinn, Deptford	A,I,K	Matthew Greig, Angus	A,E,H	Aaron Tuson, Essex	A,C,D,E,F
David Myring, Bristol	A,E,F	Oliver Carson, Devon	A,C,D	Iestyn Roberts, Caernarfon	A,D,F	Simon Webber, Wokingham	A,B,D,E,F
Ben Davies, Coventry	B,C,J	Christopher Balzan, Kent	A,D,F	Bent Egil Smelius, Norway	A,D,I	Stephen Rogers, Manchester	A,C,E,F,H
Matt Peck, East Sussex	A,D,E	John Davies, Staffordshire	A,D,F	Nick Fell, Oxshott	B,D,M	Pat Shields, Co. Down	A,C,D,E,I
Mark Rundle, Herts	A,D,H	Steven Mai, Staffordshire	A,C,D	Christopher Poole, Bristol	A,B,M	Kevin Seoney, Bury St. Edmunds	A,B,C,D,I
Richard Sutton, Kent	A,B,I	Daniel Green, Thornton	A,C,D	David Sanderson, Worcester	B,G,M	Benjamin Khan, Bradford	B,C,D,F,I
Mark Walker, Bedford	A,B,F	Ben Dawson, Sheffield	C,D,J	Anthony Reynolds, London	A,F,M	Kevin Loughlin, Slough	A,B,C,E,F
Jonathan Davies, Coventry	B,C,J	Richard Best, Dundee	A,B,E	Luke Wells, Chester	A,D,I	Per Nilsson, Sweden	A,B,D,F,I
Sandy McKenzie, Fife	C,H,F	Marc Edgeworth, Gloucester	A,F,G	Tom White, West Sussex	A,J,M	Panagiotis Bagkiolos, Greece	A,B,C,F,I
Adam Khattak, Belfast	A,C,F	Chris Pitchell, Bristol	A,B,I	Liam Allsworth, Oxford	H,I,L	Roeland Van Straalen, Holland	A,B,C,F,I
Matthew Kitts, Liverpool	B,C,I	Harrison Bolt, Surrey	A,B,F	Daniel Allsworth, Oxford	H,I,L	Aynsley Welling, Cyprus	C,E,F,G,I
Joe Cape, Stirling	A,C,D	James Arnold, Australia	A,B,C	Nick Haynes, Orpington	A,E,M	Charles Ayesa, Australia	A,B,D,G,H
Ewen Summers, Ayrshire	A,B,D	Alun Thomas, Haverfordwest	A,F,J	Christopher Grant, Inverness	H,I,M	Mark Green, Cheltenham	A,C,D,F,H
Joachim Clauwers, Belgium	A,D,F	Mark Aquilina, Malta	A,B,I	Seiji Lim, South Croydon	B,C,M	Chris Kerry, Essex	A,B,C,F,I
David Holmes, Doncaster	A,B,F	Gokhan Kurt, London	C,H,I	William King, Bromsgrove	A,E,F	Daniel Metcalf, Norwich	A,C,D,F,G
Tom Wyatt, Staines	A,C,D	Raymond Wan, Cheshire	A,B,D	David Kelsey, London	B,D,E	Gearoid Reidy, Co. Offaly	B,C,D,E,G
Ben Stevens, London	A,E,F	Robert Clark, Kent	A,B,D	Sam Ranford, Cornwall	D,H,I	Michael Middleton, Huddersfield	A,B,C,D,H
James O'Sullivan, Somerset	A,B,D	John Stackhouse, Walsall	A,B,D	Richard Fong, Bebbington	A,B,D	Richard Brady, Essex	A,D,F,H,I
Keith Tannahill, Ayrshire	A,D,J	Lee Fletcher, Halifax	A,D,I	Alex Underhill, Wolverhampton	A,C,J	Lawson Gavin, Co. Offaly	B,C,D,E,G
Michael Yahyaoui, Belfast	A,B,D	Myles Giles, Huddersfield	A,D,I	Andrew Fong, Bebbington	A,B,D	Steven Bigham, Whitburn	A,C,F,H,I
James Achilles, Chingford	A,D,I	James McKeown, Ayr	B,D,I	Hedley Gabriel, Essex	A,B,D	Ashley Hamilton, Co. Tyrone	A,B,D,H,I
Jan Dehm Neves, Portugal	A,E,G	Adam Skeggs, Leicester	A,C,H	Simon Johansson, Sweden	D,H,I	Andre Bifleuen, Holland	A,B,E,G,I
Ben Wakefield, Twickenham	A,B,D	Nader Kohbodi, Anglesey	A,D,E	John Mellor, Huddersfield	A,G,H	Roger King, Suffolk	A,B,D,F,I
Omid Elliott, Co. Tyrone	A,B,C	Christopher Thompson, Co. Antrim	A,D,E	Luke Sculley, East Sussex	A,B,M	Ryan Bledsoe, Knaresborough	A,B,D,H,I
Nick Syrad, Reading	A,D,F	Plemis Luijnenburg, Holland	A,I,J	Asim Haneef, Croyden	A,B,H	James Smith, Gloucester	A,B,D,F,G
Patrick Laakso, Sweden	A,B,D	Chris Tate, Tyne & Wear	A,G,I	Jack Tappenden, Kent	A,B,M	Steven Ward, Hawes	A,B,D,E,H
David Gibson, Fleet	B,D,H	Manolis Kalaitzake, Cork	A,D,E	Michael Betts, Northampton	A,B,M	Anthony Gruitt, Sittingbourne	A,C,D,F,G
Mark Underwood, Cumbria	A,E,I	Neil Keery, Co. Down	A,B,E	Paul Davies, Edmonton	B,E,G,I	Alain Keersmaekers, Belgium	A,B,F,I,L
Daniel Longstaff, Chigwell	A,G,I	Reuben Barker, East Sussex	A,C,D	Chris Thomas, Wallington	A,B,C,I	Arne G. Pettersen, Norway	A,F,G,I,M
Vincent Coyne, Galway	A,E,F	Peter Bowden, Manchester	A,B,F	Alex McIver, Edinburgh	A,B,C,F	Paul Davies, Conwy	A,B,C,D,G
Raoul Smids, Belgium	A,B,G	Craig Thomas, South Wales	A,G,H	Tom Walker, Halstead	A,E,F,H	Andy Pearce, Featherstone	A,B,D,F,I
Chris O'Riordan, Cornwall	A,B,E	David Heath, East Sussex	A,D,E	Lawrence Gilbey, Bridport	A,B,C,I	George Ioakimidis, Greece	A,B,C,D,H,I
Matthew Weston, Nottingham	A,C,D	Kari Bogdanoff, Finland	A,G,J	Neil Williamson, Nottingham	A,B,C,F	Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Sandy McKenzie, Fife	C,F,G	Donique Visser, Holland	A,B,K	James Leigh, Clevedon	A,B,G,I	Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
Norman Glover, Cleveland	A,B,F	David Grice, West Bromwich	A,D,I	Aidan Murray, Co. Cork	A,B,D,H	James Register, Surrey	A,B,C,D,F,H
Alex Johnson, Sidcup	A,C,D	Jimi McGuinity, Cheshire	C,D,E	Carl Bullen, Liverpool	A,B,G,H	Jack Gilbey, Bridgeport	A,B,C,D,F,I
Damian Unwin, Soton	B,C,D	Mark Anthony Say, Cleveland	A,D,E	Alex Mann, Bedford	A,C,D,F	David Taylor, Fife	A,C,D,F,H,I
Chris Hinkley, Peckham	A,B,F	Daniel Green, Cleveleys	A,C,D	Mark Quinn, Preston	A,B,E,I	Justin Servis, Co. Roscommon	A,D,E,G,H,I
Gordon Willmott, Edinburgh	A,D,K	Lochlan McBride, Australia	A,B,D	Daniel Weserholm, Finland	B,D,E,I	Max. Steven and Hal, Dundee	A,B,C,H,I,L
Johan Brown, Grantham	A,B,D	Gavin Major, Worcestershire	A,B,D	Andrew Davies, Essex	A,B,D,I	Morten Tronstad, Norway	A,B,C,D,I,L
Rod Bayliss, Australia	A,D,H	Michael Lam, Southport	A,B,I	Martin Cater, Hucknall	A,B,C,G	Rodney McComb, Co. Londonderry	A,C,D,F,H,L
Russell Higgins, Shropshire	A,G,I	Andrew Gray, Oban	A,C,D	Daniel Lally, Berkshire	A,B,F,G	George Roberts, Middlesex	A,D,E,H,M,N
Wajahat Ali, Blackburn	A,C,E	Andrew Robinson, Darlington	A,B,C	James Hinton, Knaresborough	A,B,C,D	Nick Taverner, Suffolk	A,B,C,D,H,I
Adam Bull, Leeds	A,I,K	Kristof Villers, Belgium	A,D,F	Michael Walker, Londonderry	A,D,H,I	John Brockle, Cumbria	A,B,C,D,M,N
Tormod Krogh, Norway	A,C,F	Paul Mann, Evesham	A,B,D	Asgeir Vikan, Norway	A,B,D,J	Tony Mendum, Middlesbrough	A,B,D,F,I,P
Remko Veenstra, Holland	A,F,G	Edward Lunn, West Sussex	A,B,C	Andrew Carrington, Pontefract	A,D,E,J		
Moe Aboulkheir, London	A,D,J	Frederic Azais, Canada	A,B,D	Christopher McCabe, County Down	A,B,D,F		
Oliver Bolton, Kent	A,C,F	David Conroy, Accrington	C,E,F	Raymond Wells, Essex	A,B,F,H		
Eldrid Jones, Gwynedd	A,B,F	Robert Moore, Co. Cork	A,C,E	Ed Higgins, Essex	A,B,G,I		
Alan Hooper, Weston-super-Mare	A,D,E	Emil Tanem, Norway	A,B,D	Joel Radford, Australia	A,B,C,D		
Alexander Filipowski, Warrington	C,F,J	Michael Elderfield, Canterbury	A,D,F	Kane Dorey, Jersey	A,B,D,H		

challenge A

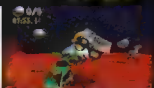
What you must do: Find all 120 stars.
Proof: Any picture of Mario with 120 in the top right corner.
Helpful tips: The first five issues of N64 Magazine tell you all you need to know about Super Mario 64. The DGG + No. 4.



Super Mario 64

challenge I

What you must do: Win 11 gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in issue 11 and the Double Game Guide + on the front of issue 16.



Blast Corps

challenge B

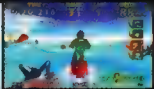
What you must do: Finish the game in Mirror mode.
Proof: A pic of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in issue 10, and our guides in issues 11 and 12 should help. Oh, and don't forget the DGG + with issue 11.



Diddy Kong Racing

challenge J

What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: Tips in issue 2 and the DGG + on the front of issue 14.



Wave Race 64

challenge C

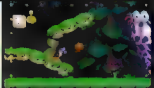
What you must do: Finish the game with 1,500 hits or more.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: Issue 8's free poster and the Double Game Guide + that came with issue 13.



Lylat Wars

challenge K

What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful tips: The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.



Yoshi's Story

challenge D

What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.



GoldenEye 007

challenge L

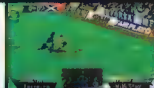
What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen - simple!
Helpful tips: A huge guide in issue 19 and DGG + No. 9.



Banjo-Kazooie

challenge E

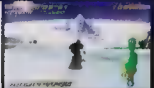
What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in issues 4 and 14.



ISS64

challenge M

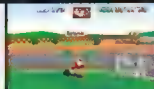
What you must do: Score over 80,000 in the Contest mode.
Proof: A video of you doing it would be best, although we will accept 1 picture of the high scores record screen.
Helpful tips: Issue 22's Double Game Guide +.



1080° Snowboarding

challenge F

What you must do: Record 11 time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful tips: Review in issue 4, tips in Issue 5. DGG + No. 2.



Mario Kart 64

challenge N

What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in issue 24's Double Game Guide +.



F-Zero X

challenge G

What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's 11 guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.



Pilotwings

challenge O

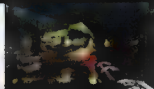
What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts.
Proof: Pictures or 11 video of the quest status screen.
Helpful tips: The tips in issue 26 will tell you everything you need to know.



Zelda

challenge H

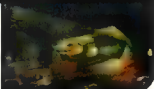
What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.



Turok: Dinosaur Hunter

challenge P

What you must do: Finish the first level in under 40 minutes.
Proof: Save the game at the end of the first level, quit, and take a pic of the load game screen.
Helpful tips: This is very, very tough. Plenty of tips in issue 24.



Turok 2

the rules

- You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.
- You can enter for whichever challenges you like - it is entirely up to you.
- You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.
- Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.
- We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.
- You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.
- Bronze, Silver and Gold leagues will be published in each future edition of N64 Magazine.
- If you'd like your tapes or photographs back, please include 11 stamped, addressed envelope.

HOW TO... prove your achievements

Taking photographs

Point at the camera and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film - 200 or, best of all, 400 ASA.

Taking videos

- Take the lead that connects your N64 to your TV and plug it in to the 'Signal IN' socket on the back of your video.
- Connect the 'Signal OUT' plug on your video to your TV and turn both on.
- Switch your TV to the video channel and switch on your N64 with a game plugged into it.
- Find a video channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
- Achieve your challenge and get to the appropriate result screen.
- Put in a tape and press 'Record'. Press 'Stop' after five seconds or so.
- Repeat steps 5 and 6 according to the number of challenges you're attempting.
- Insert the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.



Hello there

I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 11 league. I include proof 11 my achievements in:

A Super Mario 64	I Blast Corps
B DKR	J Wave Race 64
C Lylat Wars	K Yoshi's Story
D GoldenEye 007	L Banjo-Kazooie
E ISS64	M 1080°
F Mario Kart 64	N F-Zero X
G Pilotwings 64	O Zelda
H Turok	P Turok 2

Please send my badge and certificate to:

Name

Address

Use a photocopy of this form if you'd rather not cut your copy of N64 Magazine.

ENTRY FORM

CONTACT

CONTACT

PENPALS

- Male 18 wants girl 16+ for penpal. Must like football, music and playing N64 games. E-mail me at phasdel@hotmail.com
- 13-year old boy wants penpal interested in N64 (especially GoldenEye) and football. Write to Neil Moore, 12 King Edward Road, Glasgow, G13 1QW.
- I'm looking for someone aged 10-16 years. My phone number is 01698 322771 and my address is 44 Calderwood Drive, High Blantyre. My name is Brian Anderson.
- Penpal wanted aged 15+. Must like N64s and motorbikes. I own a Yamaha FZS 600 Fazer. Write to Bjorn Bem, 2 Cottage Lane, Fordhouses, Wolverhampton, West Midlands, WV10 6LG.
- Penpals wanted! 16-21 years. Must like N64, sport and music and have a G.S.O.H. Write to Michael, 121 Mount Road, Mitcham, Surrey, CR4 3RA.
- 19-year old looking for a female penpal. I like N64 games and I support Manchester United. Call Ian on 01902 566476 after 6pm.
- I'm looking for a cyberpal. Must be aged 13-14. Must like N64 and football. Any sex. E-mail andy00000001@starting-point.com
- Two males seek female penpals aged 15-20 who like sports, fashion, music and N64s. Call 01278 641621 and ask for Aaron or Mark.
- Penpals wanted! 28-year old Norwegian seeking adult video gamers from around the world for long letter exchange. Mr Johnny Ree, Kolsbergvei 12C, 4616 Kr. Sand, Norway.
- Hil I'm looking for a penpal, boy/girl aged 10-14. I like Manchester Utd, N64s and music. Write to Louise Allen, 3 Connaught Avenue, Mutley, Plymouth, Devon P14 7BT.
- Hil My name is Brad and I would like a penpal. My e-mail address is brad@hotmail.com. I am 11-years old.
- Penpals wanted aged 11-13 years. Interests include swimming, Boyzone and animals. Write to Leanne Amos, 20 Trinity Way, Cinderford, Glos, GL14 2RD.

HELP WANTED

- Help!! Can anyone convince Peter Brodie that I love him and miss him like crazy?! Miss S.A Easton, Low Hill Farm, Dacre, Harrogate, N. Yorks.
- Anime videos wanted, to buy or trade, especially imports. Contact Sarah Yee-King, 144 James Reckitt Avenue, Hull, East Yorks, HU8 7TW or e-mail necko_chan@yahoo.com

FANZINES

- The Golden Files. 150 pages of pure GoldenEye brilliance guaranteed. Send an A4 s.a.e + £8 cheque to Joe Gordon, 71 Ravensbourne Road, Bromley, Kent, BR1 1HW.
- N64 Magazines for sale. Issues 7, 9, 10, 11, 12, 18, 19, 21, 23, 24. Some with extras. £2.50 each, £20 the lot. Call John 01325 722009.
- Cheats for any game. Send an s.a.e to Aaron Allmark, 18 Manor Road, Oxley, Wolverhampton WV10 6DT with 50p. Please include game name.

GAMES TO SWAP

- Will swap F1 WGP, Extreme G or Yoshi for any decent games. Contact Jon on 0797 942 6724 after 6pm. Must be Ilford/Romford area.
- Swap my Top Gear Rally or Mission: Impossible for 1080° Snowboarding or Mario 64. Will sell either. Call Rob on 01509 266905.
- Mario Kart 64 for Mission: Impossible or £50. Phone Courtney on 0171 823 5128.
- My GoldenEye for World Cup '98 or Goemon. Will sell for £30. Phone Tom on 01407 811 249.
- I'll swap my copy of ISS64 for 1080° Snowboarding. Call Joshua Hemper on 01453 543778.
- I'll swap WCW vs NWO for £35 or F1 World Grand Prix, Mario 64, Turok 2, SCARS, Silicon Valley, Zelda, F-Zero, Banjo-Kazooie or Sex. Call Cavan on 01384 834215.
- I will swap WWF Warzone or Mischief Makers for Nagano Winter Olympics (must be in good condition). Call Mike on 01242 525091.
- I will swap my Diddy Kong Racing for Mario Kart 64 (boxed). Call 01491 680416 and ask for Lewis.
- I'll swap three cheat books plus Game Boy boxing game and £5 for an Action Replay cartridge. Phone Simon on 01563 532931.
- I will swap Cruis'n World for Turok, Diddy Kong Racing or Yoshi's Story or I will sell for £26. Phone Steve on 01249 461898.
- I will swap World Cup '98 for Mario Kart 64 or Top Gear Rally. Call Oliver on 01604 862954 after 6pm.
- We will swap Multi-Racing Championship, FIFA '98 or F1 Pole Position for Mario Kart. Please phone Jeremy or Jonathan on 01703 769093.
- Will swap my Action Replay (boxed, in good condition) for your Turok: Dinosaur Hunter or Zelda 64. Please ring 01703 524007.
- PlayStation in good condition with

- five games: FIFA '98: RTWC, Formula 1 '97, Worms, Tomb Raider II and Premier Manager. I desperately want an N64. Please help. Call 0131 441 2696 and ask for Joe.
- Mission: Impossible for V-Rally 99. Call Vince on 01243 820766.
- Will swap Extreme G and GoldenEye for WCW/NWO Revenge or FIFA: RTWC. Call Stuart on 01473 610691 or leave a message.
- I would like to swap my Duke Nukem 64 or Mission: Impossible for 1080° Snowboarding or WCW/NWO Revenge. Call Scott on 01708 444445.
- I would like to swap Zelda for any good offers. If you're interested call James on 0403 827720 after 5pm on weekdays, anytime weekends.
- Will swap F1 Pole Position and NBA Pro for good games especially F1 World Grand Prix, Zelda, 1080° and FIFA '99. Call Simon on 01323 768605.
- I will swap Banjo-Kazooie (boxed with manual) for ice hockey or other sports game. Any offers considered. Call Luke on 01223 500462.
- Banjo-Kazooie, Mario 64, and FIFA '98: RTWC. Will swap for 1080°, WWF Warzone, NBA Courtside or Fighters Destiny (can't deliver). Call Adam on 01332 691938.
- Please swap FIFA '99, NFL Blitz, All Star Baseball or WCW/NWO Revenge for WWF Warzone, Banjo-Kazooie, F1 or Zelda. Contact Michael on 01904 652161.
- Bomberman 64 for swap. Will consider all offers – even MK Mythologies! Call Daniel on 01494 445055 between 4-9pm.
- Will swap Game Boy with five games: Blades of Steel, Football International, Double Dragon, Tetris and Super Mario Land for any N64 game. Contact Jamie on 01294 465848.
- Swap Lylat Wars or Mario Kart for Turok or Forsaken. Call Steven on 01224 325225 before 6pm.
- Will swap Banjo for Snowboard Kids or Lylat Wars with rumble pak. Call Mark on 01296 436233.
- Will swap Turok 2 (very good condition) for V-Rally (boxed with instructions). Call Duncan on 01934 620343.
- Extreme G or Yoshi's Story for Duke Nukem or Banjo-Kazooie. Call Mike if interested on 01278 429318 after 3.30pm.
- Will swap Snowboard Kids for Wave Race, Bomberman 64, Micro Machines or V Rally 99. Call Nick on 01225 336160.
- I have GoldenEye and Blast Corps and will swap for Turok, 1080°,

- TGR, F1 WGP, Banjo or sell for £35. Call Matthew on 01438 23695.
- I will swap Mission: Impossible for Turok 2, Zelda or any other good game. Call Daniel on 01255 551324.
- SNES with two controllers, Scope and nine games £95. Call 01234 342906 and ask for Simon or Sid.
- For sale! Official N64 Carry Case £10. Lots of mags, goodies and cheat books for sale and a nearly new official pad (boxed) £10. Call Michael on 0789 974 1520.
- N64 US with four superb games: Mario 64, Turok, Duke Nukem and Lylat Wars with rumble pak. Converter included with memory pak. Perfect condition £130. Call Richard on 01453 791589.
- V-Rally 99 only £30 ono or swap for GoldenEye or F-Zero X. Ring Danny on 01530 224055.
- Boxed N64 with Zelda, Turok 2 (less than two weeks old), San Francisco Rush and a memory pack. All in good condition only £150. Call Francis on 01480 382515 after 6.30pm.
- Banjo-Kazooie £30, Snowboard Kids £20, Quake £15. All in excellent condition with boxes and instructions. Call Ashleigh on 0115 945 8435 after 6pm.
- Strategies cheats books for sale. Nintendo 64 Volume 1 £5, Banjo-Kazooie £3, GoldenEye £3, A-Z Nintendo £3, £1 p&p. Call Wayne on 01472 352958.
- Zelda 64 boxed as new with official Zelda strategy guide book £40. Ring Terry on 07771 715955 or 01352 712924.
- For sale: Forsaken (boxed with instructions) £30-£35 ono. If interested phone Anthony on 0161 799 2013. Will also swap for Zelda.
- Extreme G (unboxed) £20, FIFA 64 (unboxed) £15. Phone 0181 693 3211 and ask for Elliott.
- Glover for sale! Brand new so in good condition and boxed with booklets £40. Contact Leoni on 01299 822038.
- SNES with six games, one converter with game, one joypad £40. Phone Alex on 0161 202 4956 (evenings).
- SNES games, Scope, Turbo controllers for sale £8-£16 each. Includes Starfox, World Championship Racing, Sim City, Pop 'n' Twinbee (all boxed with instructions). Mario All Stars, Mortal Kombat 1,2,3 (without). Call Freddie on 01285 750565.
- For sale! Turok 2 £40 (including tips book and cheats). Will also swap for Action Replay cartridge. Phone Daniel on 01279 835670.
- Banjo-Kazooie, Bomberman, FIFA '98, Mission: Impossible and F1 WGP (all boxed) for £25 each or all

- for £99. Call Luke on 01784 450048.
- For sale/swap! V-Rally 99, World Cup '98 and Mario 64. I want F1 World Grand Prix, Banjo-Kazooie, Waialae Golf, ISS '98 and Nintendo jyoypads. Call Stephen on 01262 671434.
- Mission: Impossible for sale £30 (brand new, bought at Xmas and instructions included). Contact Chris on 0161 973 2293 after 4pm.
- Deal of the Millennium! Mission: Impossible for £30. Call 01227 273115 and ask for Guy.
- Selling N64, 10 games and two controllers £50. Unwanted Christmas pressie. Games are WWF/WCW Revenge, GoldenEye, Zelda, Turok 2, Rogue Squadron and more. Call Craig on 0181 662 0593.
- Will sell Mario 64, ISS64, Mario Kart and Turok. All for just £40 ono. Call Myles on 0181 348 5614 after 4pm. Must be in the London area.
- WCW vs NWO: World Tour for sale £35 or swap for F-Zero X (unboxed but with instructions). Call Freddie on 01480 353600.
- Will sell Banjo for £30 ono (good condition with box and instructions). Call Mark on 01296 436233.
- Swap Mario 64 or Blast Corps (boxed) for any game or sell for £25. Call Martin on 0181 692 3829.
- Banjo or Forsaken for 1080° or Wetrix or sell for £30 each. Both boxed with instructions and in good condition. Call Paul on 01875 870747.

GAMES TO SELL

- ISS64 £20, World Cup '98 £25 and F1WGP £30. Offers considered and might swap for other good games. Phone Ali on 0181 204 8786.
- Huge retro collection for sale. Most formats including NES and Virtual Boy. Send an s.a.e to N Marshall, 11 Oaklands Road, Frombridge, Tunbridge Wells, Kent, TN3 9SB.
- Goemon for sale £35. Boxed, with instructions and in superb condition. Call Jay on 0181 558 4706 after 5pm.
- Lylat Wars for sale with rumble pak and instructions £20. Nagano Winter Olympics with instructions £15. If you're interested contact Nick on 0161 799 2013.
- N64 with two controllers, one rumble pak, one memory card and SCART leads. Games: Zelda, 1080°, F1 WGP, Body Harvest, GoldenEye and Lylat Wars £200. Call Andy on 0161 355 1646.
- Mission: Impossible £35. Call Nelson on 0181 473 5510.
- N64 with two official pads, Turok

2, *Banjo*, *ISS64*, *Lylat Wars* with rumble pak, meg and official memory cards and a jolt pak £225. Call David on 01294 833820 after 4pm.

■ *Forsaken* for sale! Only £25. In great condition and will send cheats. Call Christian on 01608 659034.

■ I will swap *Extreme G* for *DKR*, *Snowboard Kids* or *Goemon*. Call Martin on 01241 870935.

■ *Top Gear Rally* £25, *Shadows of the Empire* £25, *ISS64* £20. Call Jason on 01303 279245 after 5pm on weekdays.

■ *N64* Magazine for sale. Issues 1-18 with free gifts, good condition, £2 each. Call Ben on 01242 526773.

■ Sega Mega Drive with a control pad and games. The games are *Bart Simpson vs The Space Mutants*, *Mortal Kombat 2*, *Streets of Rage*, *Sonic 2* and *Mega Games I* which includes *Columns*, *Super Hang On*, and *World Cup Italia 90*. Also *Mega Games II* which includes *Super Monaco*, *Alien Storm* and *Super Thunder Blade*. Altogether 10 games, all for just £55. Call Johnathan on 0118 962 4355.

■ For sale! NES and 39 games £100. Also SNES with 25 games £100. Ask for Mark on 01525 712015.

■ *Lylat Wars* and *Turok* for sale. £20 each. For info call Stephen Brigg on 01492 584346 after 6.30pm weekdays.

■ *Mario*, *Forsaken* and *Quake* £20 each. *F1 World Grand Prix*, *F-Zero* and *GoldenEye* all £25. All games boxed with instructions and in mint condition. Call Mark after 4pm on

0113 266 6105.

■ SNES console, two controllers, Super Scope 6, Super Game Boy and nine games including *Mario Paint*, *Mario World* and *Mario Kart*. Only £45. Call Kevin on 0121 788 3510.

■ Unwanted Game Boy Color with *Sylvester & Tweety* and *Turok 2*. Hardly played. Bought for £120 will sell for £100 ono. Buyer must collect. For more details call Christian on 01758 701189.

■ *Fighters Destiny* and *Lylat Wars* for sale £30 each. Both as new, boxed with instructions. Will also swap for *NBA Courtside*. Phone Matt on 0181 941 0651.

■ *F1 Pole Position*, *Turok*, *Clayfighter*, *MK Mythologies*, *Robotron* and *Forsaken* (all NTSC) £30 each. Write to Stephen Walsh, 28 Belfield Road, West Ewell, Epsom, Surrey, KT19 95Y.

■ *War Gods*, *Mace*, *Multi-Racing Championship*, *Wayne Gretzky's 3D Hockey*, *Mischief Makers* and *Top Gear Rally* (all NTSC) £30 each. Write to Stephen Walsh, 28 Belfield Road, West Ewell, Epsom, Surrey, KT19 95Y.

■ Will sell *Banjo-Kazooie* (boxed) for £35 or will swap for *Mission: Impossible*. Call Martin on 061 383229.

■ *Wave Race 64* £25 and *Snowboard Kids* £20 (both boxed and in good condition) for £40. E-mail thom85@aol.com or call Thom on 01484 842229.

■ *FIFA: RTWC '98*, *Goemon* and *DKR* all £30 each. Perfect condition and come with everything (including

reg forms). Call Rakan on 0181 677 6616. Price non-negotiable.

● Classic US/Jap titles! *Mario*, *Starfox*, *Go Go!! Trouble Makers*, *Mario Kart* and more! £20 each. Mint condition. Phone William on 01232 381421.

■ I have *Turok 2* for sale for £35 or I could change if you phone me. Also *Lylat Wars* £35. Call Daniel on 01279 835670.

■ For sale! *NFL Quarterback '98* (£25-£30), *SOTE* £27 or both for £50. Phone Gavin on 0410 897941 after 6pm

■ SNES with *Mario All Stars*, *Super Mario Kart* and *Road to World Cup '98* £40-£50. Single games £10-£15. Call James on 01422 204514.

■ I will sell *Mission: Impossible* £30 ono or swap for *South Park*. Call Michael on 018907 51195.

■ Will swap *Body Harvest* (boxed with instructions) for *Turok* or *Turok 2*. Contact Mike on 01205 360593.

■ NES console with two controllers £20. Games £4. *Duck Hunt* with gun £8. Please call Mikey on 01258 455351.

● For sale! *Banjo-Kazooie* £35 and *Snowboard Kids* £25. Both in good condition and boxed with instruction booklets. Call Trevor on 01480 497255.

■ N64 with 12 games, SCART, two pads and memory pak, boxed, inc issues 1 to current *N64* Magazine. Phone Dale on 0793 199 4613.

■ SNES games: *Judge Dredd*, *Lion King*, *Street Fighter 2*, *Beavis & Butthead*, *Super Metroid*, *Earthworm Jim*, *Scoop* game and gun,

Battletoads and *Nigel Mansell*. All games between £10-£15 each. Call 01442 834542.

■ *Blast Corps* for £17 and *Turok 2* for £35. Both in excellent condition and with box and instructions. Call Allan on 0181 993 8766. Must collect.

■ *Zelda: Ocarina of Time* for £35. Also *Body Harvest* for £25. Both boxed and with instructions. You must collect. Call Harlow on 01279 305194.

● *GoldenEye* with instructions for sale for £38 o.n.o. Phone George on 0171 235 4944.

■ Yellow Game Boy with *Donkey Kong Country* and *Killer Instinct*. As new and boxed. £30 or o.n.o. Call Ben on 01494 865375.

■ NTSC N64 RGB SCART conversion step down. Two official controllers, memory pak, *Zelda 64*, *GoldenEye*, *1080°*, *F1 World Grand Prix*, *ISS64* £250 o.n.o. Phone Shane on 01253 699907.

■ *Mario 64* for sale. Boxed with instructions and in perfect condition: £25. Call Martyn on 01484 640645.

● *GoldenEye* for sale (unboxed) with instructions for £25 o.n.o. Call Charlie on 01252 624320 or e-mail on chazy66@hotmail.com

● *F1 World Grand Prix*, perfect condition and boxed with instructions £30. Call Lian on 0116 271 3272. Will also swap for *Wave Race 64*.

■ N64 for sale with five games (two unboxed) including *Zelda* and two joypads: £200 total. Call Mark Tak on 0181 951 3871

■ SCARS, *Duke Nukem*, *Top Gear*

Overdrive and *Lamborghini* for sale £30 each or £100 for all four. All boxed with manuals. Please call David after 7pm on 01449 774942.

■ *F1 World Grand Prix*, *Mission: Impossible* and *V-Rally 99* for sale. £30 each or £80 for all three. Call David after 4pm on 01243 576229.

● *FIFA 64* and *NBA Hangtime* for sale. *NBA* £20, *FIFA* £15. Games in good condition but not boxed. Call 01222 513898.

■ Unused Hyper 64 Plus (clear controller) £15. 256k memory pak £3. 1Mb memory pak £5 (both brand new). SFX v3 £7. Call Joe on 01423 358753.

GAMES WANTED

■ I desperately need the *GoldenEye* Double Game Guide + from issue 12. Will pay good money. Contact Neal on 01656 667659.

■ Japanese Super Famicom games wanted. Will pay between £5 and £20. Anything considered. Must have box. Jap MD games considered. Phone Stephen on 0181 423 2989.

■ Wanted! *WWF Warzone*. Will pay fair price or swap for *DKR*, *Mario* or *Pilotwings*. Call Tom on 0121 249 1257.

● Wanted! *F1 World Grand Prix*. I'll pay £20-£30 or swap for *Banjo-Kazooie* or *FIFA '98*. Call 01245 400015 and ask for Scott.

■ Artist wanted for game ideas. Send examples or work to: David Mackie, 3 Westfield Drive, Greenock, Inverclyde, Scotland, PA16 7SX.



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Club 64 DIRECTORY



Stuffed into the following pages you'll find useful info on every N64 game ever released.

How it all works

NEW! Yep, we reviewed some of the games in Directory over two years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game compares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

BAGGAGE HANDLER 64

95% ★

Publisher ● Price ● No. of players ● Rumble pak ● Type of save ● Expansion pak ● Issue reviewed ● Reviewer (see opposite)



At last. We thought we'd have to buy a PC to get a game like this! It recreates all the excitement of any luggage reclaim hall at any major international airport. Best game ever...? Has to be.

TOP TIP

Be careful when 'reclaiming'. Picking up Colombian 'businessman' Pancho de la Tuallack's bag could see you locked in a back room with only two burly men and a pair of rubber gloves for company.

NEW! Information now includes whether a game uses a rumble, controller or expansion pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

In here will be a tip of the topmost variety, packed like tuna into a nice and concise space. Handy!

Know your reviewer

JA	James Arthur
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jos Bullham
TT	Tom Tucker
ME	Mark Everingham
JP	James Price
SJ	Simon Jarratt
MK	Martin Kitts
MG	Mark Green
DM	David Mortlock

JES' CHOICE

Taking a break from the relentless battery of low-grade Aqua jokes and pizza references that everybody, mystifyingly, appears to find so amusing, Jes has compiled his current favourite N64 games, based on general fun-ness. If that makes sense.

- ZELDA
- SMASH BROS
- MARIO KART 64
- MARIO PARTY
- GOLDENEYE

UK Game releases

1080° SNOWBOARDING

89% ★

Nintendo ● £40 ● 1/2 players ● rumble pak ● on-cart ● Issue 21 ● MK



Stomach-whirlingly good, but it takes a while to get into. Still, stick with it and that familiar Nintendo magic shines through.

TOP TIP

Issue 22's Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.

AERO FIGHTERS ASSAULT

58% ★

Konami ● £55 ● 1-2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

TOP TIP

To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.

AERO GAUGE

10% ★

ASCII ● £33 ● 1-2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a Wipeout clone with pop-up, cheating opponents and terrible controls.

TOP TIP

If you shelled out good money for Aero Gauge, 01273 821104 is the number to phone to complain.

ALL-STAR BASEBALL

84% ★

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

TOP TIP

Try entering the following cheat codes: ATEMYBUK • BRKNBATS • GRTBLSFDST • BBNSTRDS • PRPPAPLYR

ALL STAR TENNIS

68% ★

Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

TOP TIP

When serving, push the stick towards your opponents and aim for the centre line to produce an unreturnable power ace.

AUTOMOBILI LAMBORGHINI

57% ★

Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

TOP TIP

Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.

BANJO-KAZOOIE

92% ★

Nintendo/Rare ● £50 ● 1 player ● Rumble pak ● On cart ● Issue 18 ● JA



Rare's mastery of the N64 hardware is once again demonstrated in this vast, stunningly beautiful Mario-alike.

TOP TIP

After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.

BATTLETANX

74% ★

3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

TOP TIP

Enter WMNRSMRTR as your password to access the excellent Storm Ravens female gang in multiplayer.

BEETLE ADVENTURE RACING

81% ★

EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Enjoyable American-style racer with squillions of shortcuts and stacks of detail. Heavy handling and terrible borders let it down, though.

TOP TIP

If you hit a wall, or get stuck, hit L to get back on the track.

BIO FREAKS

76% ★

GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.

TOP TIP

Disable blocking, and do nothing but shoot. Hold Left on the D-pad and press Start to switch to first-person.

BLAST CORPS

88% ★

Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS



One of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

TOP TIP

Re-enter a race after 'doing' it to race against your very own ghost. Double Game Guide in Issue 16.

BODY HARVEST

91% ★

Gremlin ● £40 ● 1 player ● rumble pak ● On cart ● Issue 22 ● TW



Brilliant shoot-'em-up with stacks of bug-pummelling, tonnes of vehicles and the biggest worlds on the N64.

TOP TIP

Tactics... when facing off against a boss, the best tactic is to be in a vehicle. Falling that, keep ording them.

BOMBERMAN 64

50% ★ Hudson/Nintendo • £20 • 1-4 players • rumble pak • on cart • Issue 8 • ZH

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.

TOP TIP Collect all 100 cards and complete the game to open up a whole new hidden world.

BOMBERMAN HERO

66% ★ Nintendo • £40 • 1 player • rumble pak • on cart • Issue 11 • TW

Uninspiring 3D adventure, but compulsive at times. Up against Banjo, mind, it looks rubbish.

TOP TIP Hold A, B and Z to open the Level Select menu. • Complete the hidden planet to enable the Gold Bomber mode.

BUCK BUMBLE

70% ★ Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics and unconvincing controls, but not the worst shoot-'em-up we've ever played. Try before you buy.

TOP TIP Infinite weapons: On the D-pad push Left, Right, Up and Down. Hold for two seconds. Then push Right, Right, Left and Left.

BUST-A-MOVE 2

80% ★ Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

TOP TIP Press L, Up on the D-pad, R and Down on the D-pad on the title screen to open up Another World.

BUST-A-MOVE 3

82% ★ Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

TOP TIP If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.

CASTLEVANIA

81% ★ Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the roopy camera and the all-new 3D Castlevania delivers blood-drenched, atmospheric, undead shocks aplenty. Spook!

TOP TIP Destroy statues and other objects for cash and health-restoring foodstuffs.

CENTRE COURT TENNIS

67% ★ Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of Super Tennis.

TOP TIP Aim for the down-the-line smash as much as possible. The opponent's just can't handle it.

CHAMELEON TWIST

70% ★ Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

TOP TIP If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of Chameleon-esque liveliness.

CHAMELEON TWIST 2

55% ★ Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 18 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

TOP TIP Look out for the little parachute that comes out of the chameleon's backpack. It's so cute...

CLAYFIGHTER 63 1/3

24% ★ Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Offensive.

TOP TIP Breaking the cart open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.

CHOPPER ATTACK

81% ★ GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the Desert Strike tradition. Top!

TOP TIP On the 'press start' screen, press Top-C seven times to access the hidden Level Select option.

CRUIS'N USA

24% ★ Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

TOP TIP After entering your initials, push down and scroll to the conveyor belt. Hold Left on the D-pad for a minute and a severed head will roll by.

CRUIS'N WORLD

38% ★ Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

TOP TIP To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?

DARK RIFT

69% ★ Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

TOP TIP Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

DIDDY KONG RACING

90% ★ Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA



This game is huge, a massive Adventure mode and three different vehicles. Not quite as good as MK though.

TOP TIP For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.

DOOM 64

77% ★ GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against Turok and GoldenEye, it looks dreadfully old hat.

TOP TIP At the password screen enter 7TJL BDFW BFGV JVB for a complete cheat menu. • Tips in Issues 3 & 7.

DUAL HEROES

50% ★ Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

TOP TIP To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.

DUKE NUKEM 64

85% ★ GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW



A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer.

TOP TIP Remember, the cocooned ladies can't be shot any more. They can only be released with the use of the handy 'open' button.

EXTREME G

87% ★ Acclaim • £30 • 1-4 players • rumble pak • controller pak • Issue 9 • TW

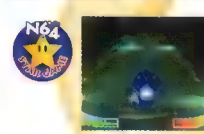


Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced by XG2, F-Zero and Wipeout.

TOP TIP Enter your name as RA50 and quit a race - you'll finish in whatever position you were in when you selected quit.

EXTREME G2 (XG2)

85% ★ Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • JB

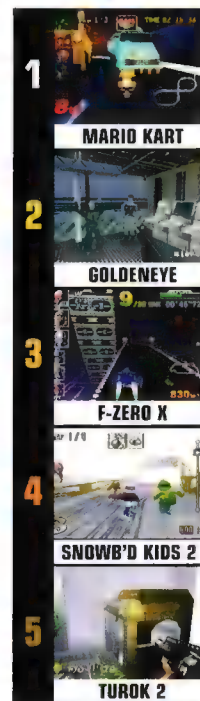


The sequel to Extreme G, XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP You've only got three nitros per race. Make sure you use them on long straights or you'll career off the track. Ohyesyouwill.

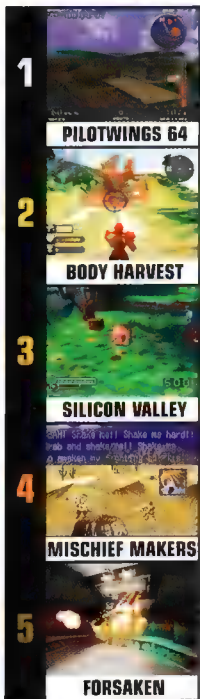
OFFICE FAVES

What do Team 64 like to let off steam with when they're not putting together the best N64 mag in the world? Here are our current fave lunch-hour games.



UNDERRATED!

We've got loads of brilliant games on the N64, but, for some reason, some of them didn't sell at all. Here are the best of the criminally-ignored bunch.



F1 POLE POSITION

71% ★ Ubi Soft ■ £25 ■ 1 player ■ controller pak ■ Issue 7 ■ JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

TOP TIP Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.

F1 WORLD GP

93% ★ Nintendo/Paradigm ■ £40 ■ 1/2 players ■ rumble pak ■ on cart ■ Issue 10 ■ JA

Astonishingly realistic, visually stunning racing sim that really shows off the N64's power. This is Formula One.

TOP TIP Select exhibition and change D. Williams' last name to Vacation to access the Hawaii circuit.

FIFA 64

39% ★ EA ■ £25 ■ 1-4 players ■ controller pak ■ Issue 2 ■ TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

TOP TIP Remember, only tap the shoot button once. The delay is terrible but you will eventually produce something.

FIFA 98

83% ★ EA ■ £30 ■ 1-4 players ■ controller pak ■ Issue 10 ■ TW

Banishing the memory of FIFA 64, there's plenty of promise here. Not perfect, but better.

TOP TIP Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass.

FIFA 99

83% ★ EA ■ £40 ■ 1-4 players ■ controller pak ■ rumble pak ■ Issue 20 ■ TW

The best FIFA game yet. FIFA 99 actually plays a solid game of footie. It's no ISS '98 though.

TOP TIP As with every FIFA game don't forget that it may take several minutes before your button presses are registered on screen.

FIGHTERS DESTINY

86% ★ Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 13 ■ JB

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense our Tekken. For now.

TOP TIP Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master ■■ playable character.

FLYING DRAGON

73% ★ Interplay ■ £40 ■ 1/2 players ■ controller pak ■ rumble pak ■ Issue 27 ■ TW

The game formerly known as Art of Fighting Twin comes to the UK, and proves to be fairly enjoyable but instantly forgettable.

TOP TIP To be able to play as the oddly-named Bokuchin, simply beat him in a normal fight.

FORSAKEN

87% ★ Acclaim ■ £50 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 16 ■ MK



A fabulous Descend-style shoot-'em-up with great lighting and visuals. Weak multiplayer but worth investigation.

TOP TIP At the Press Start screen enter A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C. ■ Guide in issue 17.

F-ZERO X

91% ★ Nintendo ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 22 ■ JP



The fastest racer on earth, and one of the most exhilarating four-player games you can buy. Fast, strong and very long.

TOP TIP Complete all four cups on all four difficulty levels to access the 5th, secret cup: ■ completely random track generator.

GASPI!

47% ★ Konami ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 22 ■ TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.

TOP TIP Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.

GEX 64: Enter the Gecko

59% ★ GT ■ £50 ■ 1 player ■ Rumble pak ■ Controller pak ■ Issue 21 ■ JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

TOP TIP Think about this: Mario 64. Banjo. Mystical Ninja. Aaaaand goodnight.

GLOVER

83% ★ Hasbro ■ £50 ■ 1 player ■ rumble pak ■ on cart ■ Issue 21 ■ MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

TOP TIP Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for ■ Fisheye lens.

GOLDENEYE 007

94% ★ Nintendo/Rare ■ £50 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 9 ■ TW



Brilliant levels, and scenery and a perfectly judged difficulty curve. It doesn't get much better than this.

TOP TIP We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.

GT 64

67% ★ Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 17 ■ TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

TOP TIP Win the championship on Easy mode to get the mirror tracks. ■ Win the championship on 24 laps-per-race to get the secret track.

HEXEN

69% ★ Midway ■ £30 ■ 1-4 players ■ controller pak ■ Issue 5 ■ JD

Fun in a retro kind of way but, in the light of GoldenEye, hard to recommend.

TOP TIP Cheat menu: Pause and press Top-C, Bottom-C, Left-C, Right-C. ■ Invincibility: Left-C, Right-C and Bottom-C.

HOLY MAGIC CENTURY

71% ★ Konami ■ £50 ■ 1 player ■ controller pak ■ Issue 23 ■ MG

RPG which could have been better but for the tedious random battles and Americanised plot.

TOP TIP If you get caught in a random battle between towns - and you will - then just leg it at the earliest opportunity.

IGGY'S RECHIN' BALLS

56% ★ Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 19 ■ MK

Push left or right and watch the CPU opponents win every time. As dull as Chris Tarrant.

TOP TIP Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.

ISS 64

92% ★ Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 3 ■ TW



An almost flawless game. Could only have been bettered with the addition of real teams. Kills all known FIFAs dead.

TOP TIP For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.

ISS '98

92% ★ Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 20 ■ MK



Enhanced and updated from the original and, now more than ever, the finest football game in the world.

TOP TIP Win the league to get yourself a whole new set of faces for the create-a-player mode. ■ Excellent challenges in N64/21.

KILLER INSTINCT

62% ★ Nintendo/Rare ■ £20 ■ 1/2 players ■ controller pak ■ Issue 3 ■ MH

Great in its time but who wants a 2D beat-'em-up in the light of Tekken and even MK4?

TOP TIP To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence.

KMFEDGE

42% ★ Nintendo • £30 • 1/4 players • on cart • rumble pak • Issue 24 • JA

A light gun game on a machine that doesn't have a light gun. Dull.

TOP TIP Remember! Use the C-buttons to strafe from side to side. Especially useful when you come up against the Giant Sock.

KOBE BRYANT in NBA Courtside

90% ★ Nintendo • £20 • 1-4 players • rumble pak • controller pak • on cart • Issue 18 • MK

Fluid gameplay, sharp graphics and a simple control system make *NBA Courtside* the best basketball game ever.

TOP TIP Hold L while selecting a pre-season game to access the three secret teams. • See Tips Extra N64/18.

LEGEND OF ZELDA

98% ★ Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB

Simply the greatest game ever created. Everything is utterly amazing. If you get just one game, you must get this one.

TOP TIP Check out *1001* for a guide on how to complete the first dungeon, and N64/25 and 26 for more details.

LYLAT WARS

91% ★ Nintendo • £50 • 1-4 players • rumble pak • on cart • Issue 8 • JN

Perhaps not as perfect as it could've been (it really needed a level select) but another tour-de-force for Shigsy.

TOP TIP Achieve gold medals on all levels for the four-player Tank and Expert modes. • Guides in N64/8 and 9 and DGG + no. 2.

MACE: The Dark Age

81% ★ GT • £40 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

TOP TIP Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll be wearing giant fluffy slippers.

MADDEN 64

92% ★ EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT

The first 64-bit outing for the Madden series is a great success. Impressive stuff, but it looks a bit dated compared to NFL 99.

TOP TIP At the create player screen, type AT(space)Madden to get the All-Time Madden super team.

MADDEN NFL '99

88% ★ EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK

The familiar *Madden* gameplay survives the move to hi-res and gains a play editor, a practice mode and loads of new options.

TOP TIP Enter these codes to access hidden teams: THROWBACK, HAMMERHEAD, WELCOMEBACK, INTHEGAME, GEARGUYS.

MARIO KART 64

91% ★ Nintendo • £40 • 1-4 players • controller pak • on cart • Issue 4 • JD

An outstanding multiplayer and you'll still find yourself racing the one-player tracks long after you've beaten them.

TOP TIP At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.

MARIO PARTY

85% ★ Hudson • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN

It's a board game, yes, but book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP Try not to land on Bowser's square, as bad things will happen to you. Trust us on this.

MICRO MACHINES 13 TURBO

86% ★ Codemasters • £18 • 1-8 players • rumble pak • controller pak • Issue 25 • JB

Classic multiplayer action for up to eight miniature racing fans, sharing four controllers.

TOP TIP Don't take the tempting shortcuts in MM64. Try to veer off the track and you blow up.

MILO'S ASTRO LANES

38% ★ Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

Stunningly dull bowling. In space.

TOP TIP Barbiturates are a quicker and less expensive method of ending it all.

MISCHIEF MAKERS

90% ★ Nintendo/Treasure • £30 • 1 player • on cart • Issue 9 • JB

It's retro but it's totally rewarding and expertly constructed. A perfect example of how to do 2D on the N64.

TOP TIP Check out our extensive guide to making mischief mischievously in N64/12. You won't regret it. Nosiree.

MISSION: IMPOSSIBLE

75% ★ Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

After the wait, *Mission's* let down badly by horrendous AI, a clunky engine and bad controls.

TOP TIP Remember to continuously check your objectives as they can change without prior warning. Official book with *Mission*.

MK MYTHOLOGIES

9% ★ GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JB

This could only be less enjoyable if it squirted sulphuric acid into your face.

TOP TIP Creep along in that spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.

RACING SIMULATION MONACO GRAND PRIX

87% ★ Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • Issue 27 • JB

Not as deep or complex as Paradigm's *F1 World Grand Prix*, but a tyre-squealingly good game all the same.

TOP TIP Remember to use your brakes on the corners. This isn't Mario Kart, you know.

MORTAL KOMBAT 4

84% ★ GT • EA • 1/2 players • rumble pak • controller pak • Issue 20 • JP

The best version of MK yet.

TOP TIP On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.

MORTAL KOMBAT TRILOGY

34% ★ GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

TOP TIP Beat 8-Player Kombat and you'll be able to select Shoa Kahn's Lost Treasures, including bonus games of Galaga and Pong.

MULTI RACING CHAMPIONSHIP

71% ★ Ocean/Imagineer • £30 • 1/2 players • controller pak • Issue 8 • JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

TOP TIP Hidden without beating them: Select any of the closed garages in mode, exit, and choose a one-player game.

MYSTICAL NINJA

90% ★ Konami • £50 • 1 player • controller pak • Issue 14 • TW

There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that tries really hard to square up to Mario.

TOP TIP Check out the review in N64/4 and a complete walkthrough of the game in N64/15 and 16.

TIM'S TEMPER

Tim, bless his rural bumpkin soul, can get terribly upset by hard games. On many occasions we've had to hide from his terrible rage when he gets stuck for the umpteenth time - hence this selection of games that made him swear far more than usual.

- 1 CASTLEVANIA
- 2 TOP GEAR O'DRIVE
- 3 ROGUE SQUADRON
- 4 TUROK 2
- 5 WIPEOUT 64



NICE TRY

So many games are almost great, or simply quite good, or simply have more okayish bits than good bits – but, bless them, they do try their hardest.

- 1  **FIFA 99**
- 2  **RAKUGA KIDS**
- 3  **TOP GEAR OVERDRIVE**
- 4  **MACE**
- 5  **HOLY MAGIC CENTURY**

NAGANO WINTER OLYMPICS

32% ★ Konami ■ £45 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 12 ■ JD

Luge, bobsleigh, halfpipe, curling, they're all here and they're all extremely boring.

TOP TIP To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

NASCAR '99

59% ★ EA ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 21 ■ MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

TOP TIP When you get bored of driving round in circles, switch the game off and go to bed. That's livin'.

NBA HANGTIME

52% ★ GT ■ £25 ■ 1-4 players ■ on cart ■ Issue 6 ■ JS

The problem here is that two-on-two basketball gets very boring, very quickly.

TOP TIP Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. • To duplicate star players, use 0000 as your pin.

NBA JAM '99

83% ★ Acclaim ■ £41 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ MG

Not quite up to the standard of NBA Courtside, Jam is nevertheless good value.

TOP TIP Use Left-C to produce 'alley-oops' when an opponent tries to slam dunk. This, for those unsure, slaps the ball out of play.

NBA LIVE '99

64% ★ EA ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ JB

Lacking Courtside's moves and Jam's sense of humour, Live is the poor man's basketball game.

TOP TIP Press R during play and C-button icons appear above your nearest players, tying each of your team to one of the yellows.

NBA PRO '98

71% ★ Konami ■ £40 ■ 1-4 players ■ Rumble pak ■ Controller pak ■ Issue 14 ■ JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.

TOP TIP Tap Up on the controller a few times to improve your chances of landing your free throws.

NBA PRO '99

52% ★ Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

Konami ill-advisedly take a break from JSS brilliance to tackle basketball. The results are painfully average.

TOP TIP Should you have £40 to spend on a basketball game, buy Kobe Bryant in NBA Courtside instead, eh?

NHL PRO '99


52% ★ Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

An above average slice of ice-based puck-hitting, yes, but one that can't compete with the Wayne Gretzky series.

TOP TIP Three-pointers are astonishingly rare, so attempt to shoot from inside the D as often as possible.

NFL BLITZ

87% ★ GT ■ £45 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 22 ■ MK

 Arcade-style American football – and all the better for it. Fast play with plenty of scraps and a customisable Editor.

TOP TIP At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.

NFL QUARTERBACK CLUB '99


86% ★ Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 10 ■ TT

 It's got the crucial NFL licence but doesn't quite manage to displace Madden. More for the purists, this.

TOP TIP Check out our comprehensive five-page guide to Yank-thrashing in issue 12. • Full list of cheats in issue 19.

NFL QUARTERBACK CLUB '99

90% ★ Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 23 ■ MK

 Incredibly realistic American footie sim featuring the best motion-captured animation ever seen. And it plays great.

TOP TIP To turn the players into wobble bellied gutlords, enter the code MRSHMLLW. For constant injuries enter HSPTL.

NHL '99

74% ★ EA ■ £50 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 22 ■ JP

Good but not great. Buy Wayne Gretzky instead.

TOP TIP Try these codes: BIGBIG (big players), FAST (speed up), BRAINY (big heads), FREEEA (bonus teams).

NHL BREAKAWAY

62% ★ Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 14 ■ DAH

Little excitement, nothing original. Nothing here that that hasn't been done better in Gretzky.

TOP TIP Want to enable the cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.

NHL BREAKAWAY '99

64% ★ Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ ■

Mildly diverting hockey sim that never comes close to challenging Wayne Gretzky.

TOP TIP Catch those magic replay moments by zooming in on an individual with the D-pad.

OLYMPIC HOCKEY

60% ★ GT ■ £25 ■ 1-4 players ■ controller pak ■ Issue 15 ■ MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

TOP TIP Check out N64/5 for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsubtle con trick.

PENNY RACERS


58% ★ THQ ■ £40 ■ 1-4 players ■ controller pak ■ rumble pak ■ Issue 13 ■ MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

TOP TIP Take your £40 down to HMV and steer clear of this tripe. Now go to Micro Machines. Nice.

PILOTWINGS 64

89% ★ Nintendo ■ £20 ■ 1 player ■ on cart ■ Issue 1 ■ TW

 A supreme example of how to harness the N64's immense potential, with absolutely stunning visuals throughout.

TOP TIP The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.

QUAKE 64

79% ★ GT ■ £25 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 15 ■ JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

TOP TIP Debug mode: Select 'Load Game' and do not use ■ memory pak. Fill the password entry box with little 'Q' symbols.

RAKUGA KIDS

80% ★ Konami ■ £40 ■ 1/2 players ■ rumble pak ■ on cart ■ Issue 22 ■ MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

TOP TIP If you press ■ and then press Forward or Away from your opponent, your character will produce his or her Magic Move.

RAMPAGE WORLD TOUR

54% ★ GT ■ £45 ■ 1-3 players ■ controller pak ■ Issue 16 ■ MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

TOP TIP Find ■ Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.

ROBOTRON 64

75% ★

GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.

TOP TIP

At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.

ROGUE SQUADRON

85% ★

Lucas Arts • £50 • 1 player • controller pak • rumble pak • expansion pak • Issue 25 • TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and impressive (but foggy) graphics.

TOP TIP

Type in IGIVEUP to obtain a handy amount of lives. An infinite amount! Er, handy.

RUSH 2 Extreme Racing USA

73% ★

GT • £40 • 1-2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

TOP TIP

Go to the Set Up menu and press L, R, Z and all four C-Buttons. Hold L, R and Z and press the C-buttons to activate the cheats.

SAN FRANCISCO RUSH

82% ★

GT • £25 • 1/2 players • rumble pak • on cart • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

TOP TIP

To turn your car into a mine, press Right-C Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.

SCARS

79% ★

Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of Mario Kart but there are several better alternatives out there.

TOP TIP

When you have a multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.

SHADOWS OF THE EMPIRE

78% ★

Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre Doom-style bits.

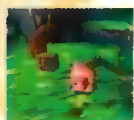
TOP TIP

• Challenge points guide in issues 2 and 3.
• Ultimate cheat in issue 17.
• Double Game Guide + with issue 18.

SILICON VALLEY

91% ★

Take 2 • £50 • 1 player • on cart • Issue 22 • MM



The most original console game ever doubles up as a breathtakingly clever and supremely playable platformer.

TOP TIP

On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!

SOUTH PARK

73% ★

Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first person shooter. Saved a little by the South Park characters.

TOP TIP

Type in ALLWOMAN as a password to obtain Mrs Cartman in the multiplayer game.

SNOWBOARD KIDS

86% ★

Nintendo/Atari • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JA



Mario Kart on ice. Technically a little ragged but still enormously good fun – just look at the multiplayer.

TOP TIP

On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).

STARSHOT Space Circus Fever

68% ★

Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by Banjo.

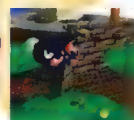
TOP TIP

Warp mode: Pause and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A.

SUPER MARIO 64

96% ★

Nintendo • £50 • 1 player • on cart • Issue 1 • ZN



Everything that's made previous Mario titles great, fleshed out into 3D. Second only to Zelda, this is truly superb.

TOP TIP

• '20 most asked questions', N64/1, N64/2.
• Guides in N64/2, N64/3, N64/4, N64/5.
• Double Game Guide + no. 4 (issue 15).

TETRISPHERE

69% ★

Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

TOP TIP

Type in the word VORTEX on the password screen, then press and hold the Reset button for A strange animated sequence.

TOP GEAR RALLY

86% ★

Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure it lasts.

TOP TIP

Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.
• Double Game Guide on issue 18.

TOP GEAR OVERDRIVE

79% ★

Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

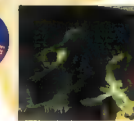
TOP TIP

Complete the mirrored seasons to access the Taco, N, Nintendo Power and Hot Dog cars. Finish all seasons for the secret track.

TUROK Dinosaur Hunter

91% ★

Acclaim • £30 • 1 player • controller pak • Issue 1 • TW



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A fantastic game.

TOP TIP

Type LKMBRD and use L and R to fly around the level. Type NTHGTHDGDCRTDTRK for all cheats.

TUROK 2 Seeds of Evil

95% ★

Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW



A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside Zelda, an essential purchase.

TOP TIP

Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.

TWISTED EDGE SNOWBOARDING

60% ★

Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 14 • TW

Twisted Edge stumbles onto the slopes for a amateur snowboarding outing. Only competent.

TOP TIP

Just after the word "Go" disappears, press Up twice. If done correctly you should get jump start. Nicely!

VIRTUAL POOL 64

77% ★

Interplay • £40 • 1/2 players • controller pak • Issue 15 • MG

Surprisingly playable pool sim with hi-res graphics. As addictive as the real thing.

TOP TIP

To make the computer miss, press R to switch to the overhead view and use the analogue stick to move the CPU's cue.

V-RALLY 99

90% ★

Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JM



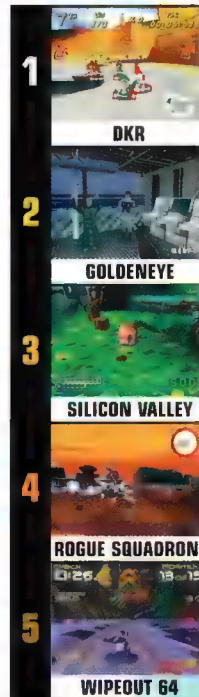
Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast, furious and freaking hard, V-Rally's terrific.

TOP TIP

Score 100% in Arcade mode to get access to two sets of secret cars.

MUSE-SICK

Somehow, developers occasionally devise an in-game tune so catchy and invasive that it rolls around your head for weeks, whether it be annoyingly catchy or just damn good – James almost went mad when reviewing Diddy Kong Racing, for example.



GET A LOVE PANDA LOVE UNIT

??% Hudson on cart Issue 26

Impenetrable Japanese girlfriend simulator. No, hang on, that came out all wrong. I feel all dirty now. Hwwwrrr...

GLORY OF ST. ANDREWS

58% Sega on cart Issue 1

The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

GOLDEN NUGGET

52% EA controller pak Issue 26

A gambling sim but the only money you'll make is the £5 you'll get for it at your local games exchange.

JANGDU SIM MAH JONG 64

69% Video System controller pak Issue 7

The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in ker-razy Japan.

J-LEAGUE DYNAMITE SOCCER

66% Imagineer controller pak Issue 8

What chance has a sprite game in a world with ISS '98? Incredibly basic but persevere and you may get some joy.

J-LEAGUE ELEVEN BEAT

52% Hudson controller pak Issue 10

Dynamite Soccer was an ugly but enjoyable fat-bloke footy game. Eleven Beat is plain ugly. One word: ISS '98.

J-LEAGUE PERFECT

STRIKER

89% Konami controller pak Issue 1

Konami prove their footballing dominance with a magical soccer sim.

JEOPARDY!

9% Take 2 controller pak Issue 16

Less a game, more a vile disease.

JKIKYOU WORLD CUP '98

91% Konami controller pak Issue 18

ISS '98 in all but name, this Jap version boasts an official World Cup '98 licence.

KING OF PRO BASEBALL

68% Imagineer on cart Issue 1

The deformed players are funny for a bit but the slow runners and skilful CPU will eventually get you down.

KIRATTO KAIKETSU

60% Imagineer controller pak Issue 25

Complicated Japanese board game involving a team of detectives, battles, dice, and sub-games. Odd.

LEGEND OF THE RIVER

KING

56% Natsume on cart Issue 26

One of those fishing RPGs the Japanese adore. Spuds.

LET'S SMASH

67% Hudson rumble pak controller pak Issue 23

Not the tennis game we were hoping for. Enjoyable for a while, but we still want a 64-bit version of Super Tennis.

MAGICAL TETRIS

59% Capcom on cart Issue 26

Quite why games developers think they can improve on Tetris is beyond comprehension.

MAH JONG 64

65% Koei controller pak Issue 3

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER

69% Konami on cart Issue 1

More of a beginners guide than previous efforts.

MAJOR LEAGUE BASEBALL

74% Nintendo rumble pak Issue 18

Fast paced baseball action with players who must have fallen out of the ugly tree.

NIGHTMARE CREATURES

57% Activision rumble pak controller pak Issue 25

Gory gothic slash-'em-up - haze of unplayability clouds the control system like a gaseous mound of chuff.

OFF ROAD CHALLENGE

21% Midway rumble pak controller pak Issue 19

Loathsome racer which graduated from the Cruis'n USA school of unplayability with first class honours.

PACHINKO WORLD 64

12% Hewia Issue 13

Pachinko is like pinball without the skill. So dull, death seems enticing.

PIKACHU GENKI DECHU

75% Nintendo rumble pak Issue 25

With the new Voice Control headset, talk to Pikachu and tell him to naff off. Good fun. If you're fluent in Japanese.

POWER LEAGUE 64

42% Hudson controller pak Issue 7

This effort from Hudson is tragically awful.

POWER PRO BASEBALL 4

54% Konami controller pak Issue 3

This went ballistic in Japan but we prefer King of Pro.

POWER PRO BASEBALL 5

78% Konami controller pak Issue 17

Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64

80% Compile on cart Issue 10

You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.

SIM CITY 2000

83% Imagineer controller pak Issue 13

Although it looks no different to the SNES version, this still plays as magnificently as ever.

SMASH BROS

90% Nintendo on cart Issue 26

Beautifully playable, totally original platform beat-'em-up, starring Mario, Pikachu and assorted other classic characters.

SNOW SPEEDER

71% Imagineer controller pak on cart Issue 26

Skiing and snowboarding in the same game sounds like a winning combo, but Snow Speeder lacks the necessary spark.

STAR SOLDIER

62% Hudson rumble pak on cart Issue 19

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER ROBOT SPIRITS

58% Banpresto rumble pak on cart Issue 20

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAISEN PUZZLE

DAMA

78% Konami controller pak Issue 15

Another N64 Puyo Puyo game, but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.

TAMAGOTCHI WORLD 64

79% Bandai rumble pak controller pak Issue 12

A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TETRIS 64

42% Sega on cart on cart Issue 26

Clip the bio pak's pulse monitor to your ear and look like a complete plonker as you play yet another inferior Tetris clone. Pointless.

TOHON ROAD

49% Hudson Issue 12

A tedious old wrestling sim that lacks the refinement of WCW.

TRUMP WORLD

21% Bottom Up on cart Issue 21

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS

76% Titus rumble pak on cart Issue 18

Just what your N64 has been waiting for - a chess sim...

WCW NITRO

42% T-HQ controller pak Issue 27

A third-rate conversion of an already ropey PlayStation game. Avoid like True Evil itself.

WHEEL OF FORTUNE

17% Gametek rumble pak Issue 11

Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

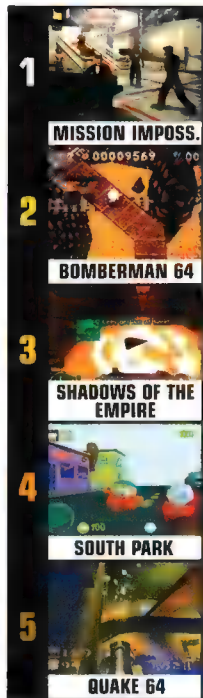
WONDER PROJECT J2

55% Enix controller pak Issue 1

Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.

BIGGEST DISAPPOINTMENTS

You wait ages for some games, hoping they're going to be ace, only for them to be a huuuuuge disappointment.



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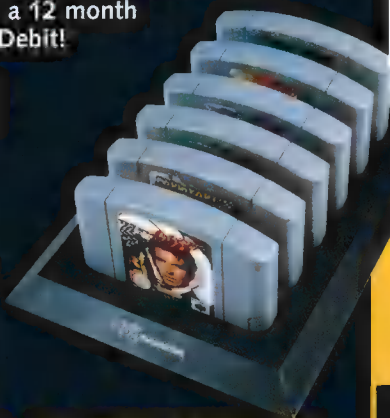
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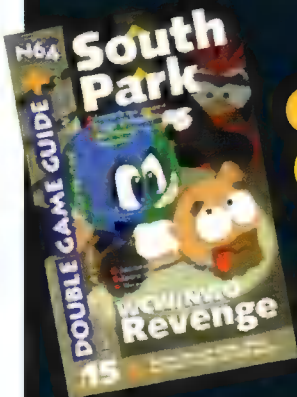
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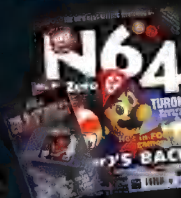
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ISSUE 22
The V-Rally Edition
The World's first review of Infogrames' excellent racing game and 65, previously unseen, Perfect Dark shots. Also huge reviews of F-Zero X, the innovative Silicon Valley and the rather superb Body Harvest. ● The Double Game Guide + tackled Nintendo's 1080° Snowboarding and the sublime F1 World Grand Prix.



ISSUE 23
The Zelda Edition
After three years of waiting, endless delays and months of anticipation Zelda finally arrived. So, how good is it? Plus huge reviews of Wipeout 64 and Extreme G2 and Team N64's top tips for the games that'll be big in '99. ● Oh yes, we also gave away a rather special Christmas pressie - the N64 Magazine Cart Rack™.



ISSUE 24
The Mario Edition
Four new Mario games for 1999 - find out all about them here. Plus exhaustive Turok 2 tips and the second part of our huge Zelda review. ● The DGG + tipped future racer F-Zero X and the unusual but highly original Glover, and our second gift, the Nintendo 64 Compendium reviewed and rated every single UK release ever.



ISSUE 25
The Shadowman Edition
Shadowman, the N64's goniest game yet - we visited the game's creators for a huge Special Investigation. We also reviewed Rogue Squadron, the most exciting Star Wars game yet and Acclaim's swear-'em-up South Park. ● The DGG + provided complete walkthroughs for DMA's Body Harvest and Silicon Valley.



ISSUE 26
The Hybrid Heaven Edition
We finally got to discover a bit more about Konami's super-secret Hybrid Heaven and it looked fantastic! Plus reviews of FIFA '99, Nintendo's Smash Bros and Castlevania. There's also a 16-page Game Boy section packed full of reviews, previews and features. ● The Double Game Guide + concentrated on the masterpiece that is Zelda.



ISSUE 27
The Reader Awards Edition
You voted and we look note. The results of the 1999 N64 Magazine are all here. There's also reviews of Mario Party, Castlevania, WCW Nitro and Monaco Grand Prix. ● Because we're very kind there are two free books with this issue. Don't miss out on guides for South Park and WCW Revenge or the Great N64 Games Challenge book.

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The N64. A fantastic machine. And here's the proof...

Have a look through your game collection. Go on, right now. Bet you've got some all-time classics in there, eh? *Super Mario 64*, *Zelda*, *GoldenEye*; these are games that aren't just genre-inventingly good, and the pinnacle of digital entertainment, they're also games that contain some of the finest, most astonishing slices of joy-pad-trembling wonder ever witnessed by mankind.

And when you're experiencing that wonder, and you've done something really fantastic, have you ever wished that you could do that something in real life?

Like, say, destroying skyscrapers with heavy-duty demolition machinery, as in *Blast Corps*, or escaping a bomb-rigged train with a laser-assisted watch, just like James Bond?

Here, then are our favourite top 20 gaming 'bits', and some accompanying efforts to re-create the best-loved N64 games. And, naturally, there's a little compo – because we want to see you magic-up your favourite gaming moments from the comfort of your own homes.

So without further ado, here's our celebration of the best that games can offer. Enjoy!



The 20 most gaming mom



The Legend of Zelda: Ocarina of Time

Where no one has gone before



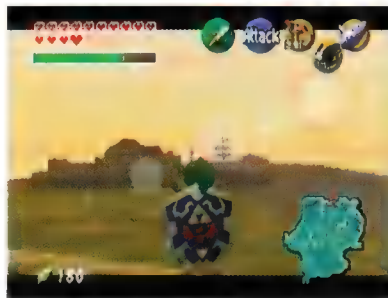
Picture this. You've explored every nook and cranny of Kokiri Forest, learnt a few moves, found the sword and bought the shield. You've also fought your way through the Deku Tree, destroyed Gohma and had the merest glimpse of the unfolding plot. And

only now, after a couple of hours play, are you ready to leave the Forest, and *really* start your quest.

...And you're presented with the vast, majestic sweep of Hyrule Field. And there, way in the distance, is Hyrule Castle. And beyond that, literally miles away, you see the foreboding mass of Death Mountain, wreathed in smoke. So you start the trek to the castle and, before you get there, you notice the sun passing overhead, the light fading, the brilliant orange hue of a sunset washing across the horizon. And then a wolf howls, and it's night.



And you realise that you can actually get to the summit of Death Mountain, and then, after that realisation, comes the chin-on-lino fact that you've just been presented with a whole, seamless world to



△ Without a shadow of a doubt, the most beautiful game ever created.

play in, and all the endless possibilities and wondrous freedom that entails.

Quite simply, beautiful, astounding and inconceivably brilliant; a historic, poetic leap into a brave new direction for videogames. Words don't do it justice.



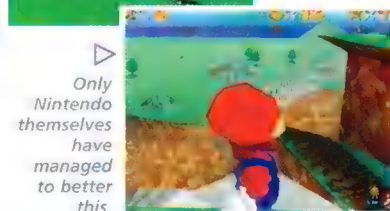
Super Mario 64

Boom with a view

Remember when you first played *Super Mario 64*? Remember entering the first level – Bob-omb's Battlefield – and climbing all the way to the top of the tower? Of course you do. So you'll also remember looking down from the top and seeing the whole level spread out before you, revolutionising games for ever and paving the way for *Zelda*.



△ Look at that. Remember seeing it for the first time? Absolutely classic.



▷ Only Nintendo themselves have managed to better this.



jaw-dropping moments

and how to re-create them at home

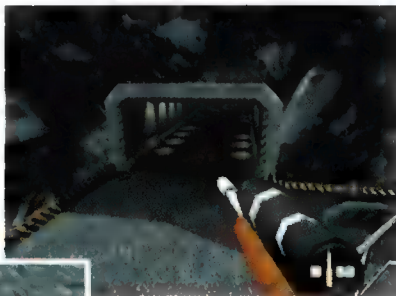


GoldenEye 007

Death from a distance

A moment of delicious, clinical, precise violence. To wit: about 30 seconds into *GoldenEye's* very first level – the Dam – you climb the tower and pick up the sniper rifle. And use it to magnify a guard in the tunnel, so that you can see every feature of his face, before putting a bullet *right* between his eyes. Class.

GoldenEye's sniper rifle. Wonderment itself.



And down he goes. Cracking stuff.



Rare have certainly got their work cut out topping this.

HOW TO...

snipe efficiently

Using the convenience of a first-floor window, a sucker-dart firing crossbow and a blissfully unaware target, Mr Weaver shows Mr Bond how to really do things...



And, lining up the target with clinical efficiency, Tim eliminates his foe with two swift shots to the forehead. Mind you, he could hardly miss with a slap like that...



WHAT YOU'LL NEED IS...

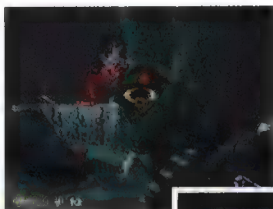
Sucker Dart Gun, two or more Sucker Darts, a medium-sized forehead and/or buttock cheek.



5 Turok 2

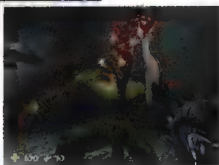
Whzzzz-pok-splursh

Two words for you: Cerebral Bore. The first time you lock onto an enemies' head with this, you'll be laughing. Because the resulting cranial decanting – involving one juddering baddie, fountains of gushing grey matter, and one head-demolishing explosion – is so over-the-top that it's ace.



See the hand fly! Good fun.

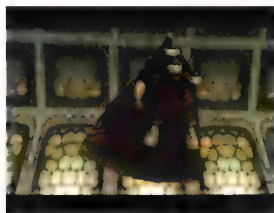
Scratch one Fireborn, there. Seeeya!



6 Zelda 64

Colossal beasts

In a word, bosses. From the ground-shaking charge of King Dodongo, to the hair-on-end terror of the portrait-leaping Phantom Ganon, to the Abyss-style wonder of Morpha; they're all immaculately presented, larger than life and absolutely superb. And, of course, they saved the best until the final showdown...



Ganondorf. The very personification of tricky. The git.



6 Shadows of the Empire

AT-AT tripping

Forget the rest of the game – which ranged from okay to dire – this condensed the spirit of Star Wars into one shining, wonderful gaming moment, allowing you to participate in the best bit of The Empire Strikes Back. *Rogue Squadron* has since done it better, but this remains indelibly printed on the brain.

Snowspeeder vs AT-AT: a truly classic moment, in anyone's book.



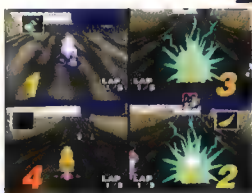
And down goes the At-AT. Just like in the movies.

7 Mario Kart 64

By fair means or foul

One of the most outstanding multiplayer games ever gets even better when dirty tactics are applied. For instance, using a lightning just as the other players reach the apex of the huge jump on Wario Stadium will send them plummeting to an earlier part of the track, cursing and shaking their fists. Fantastic.

An excellent tactic, indeed.



Tim likes Wario. Here, he gets knacked. As usual.



HOW TO...

race in your living room



All you need is a wheely chair, a steering wheel and some kind of unconvincing disguise. Hence Jes's rubbish Wario get-up and Tim's mildly camp Mario outfit. Still, lovely Cathy from lovely GamesMaster looks lovely.

WHAT YOU'LL NEED IS...

Three wheely chairs, three steering wheels and embarrassing Village People disguises.

8 Lylat Wars

Sci-fi spectacle

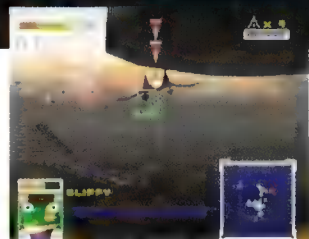
Ever seen Independence Day? Remember that bit under the mothership, with squillions of ships dog-fighting? Well, the Katina level in *Lylat Wars* recreates that exactly, pitching you into a fantastic battle between literally hundreds of combatants. And a huge flying saucer that's about to obliterate everything.



Slippy Toad. An annoyingly incompetent.



Lylat Wars is still brilliant, even over two years on.



Just like Independence Day, no? But better, naturally.

9 Super Mario 64

Strut your stuff

Oh, *Super Mario 64*. How did you feel when you realised that Mario could do much, much more than simply run and jump? How did you feel when you pulled off the reverse somersault, eh? Or wall-kicked your way up seemingly untraversable brick sidings? Pretty good, we think.

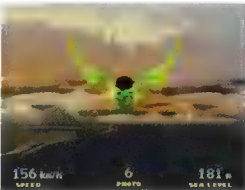


△ Mario - always showing the way forward. Bless.

13 Pilotwings 64

View to a thrill

You'd have a strong case for citing the gyrocopter, here, or the rush through the cave system with the rocket belt, but simply gliding at 500 feet over Little States, at sunset, as the Birdman, must rate as one of the most calming and exhilarating experiences ever.



△ An underrated classic. By everyone but us. Of course.

10 Wave Race 64

Walking on water

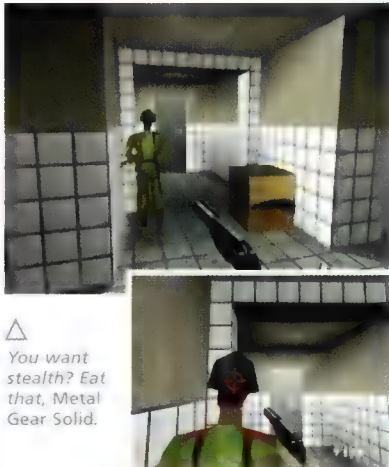


△ Still a Game of Kings.

Well, quite apart from the still-astounding water effects, riptides and swelling waves, it's the Southern Island 'track', complete with waning tide (uncovering shipwrecks and forcing you to 'drive' each lap differently) that best exemplifies *Wave Race*'s evolutionary attitude to racing. Still brilliant, over two years on.

15 GoldenEye 007

Silence is golden



△ You want stealth? Eat that, Metal Gear Solid.

You break out of the Facility toilets, sneak down the stairs, go through the doors... and find a guard with his back to you, bored as hell, scratching himself and swatting at flies. So you line up the crosshairs on the back of his head, and neutralise him in complete silence with a single shot from your PP7...

11 F-Zero

Infinite racing

30 cars, 24 tracks, face-shearing speed and the finest handling ever seen, makes, understandably, a fairly comprehensive package. But even after all of that, Nintendo manage to squeeze in the X Cup, which creates a genuinely random track every time you play it. Which is quite something. Isn't it?



△ Faster than a speeding bullet, but much more fun.

▽ Hang on to your lunch. This is mind-blowingly fast.

▽ Look at that corner! Devilish indeed.

HOW TO... generate g-forces

Attempting to emulate Captain Falcon, young Jes here "borrows" James's mini in order to experience the high-speed thrills and spills of Ninty's rollercoasting future racer. See his cocky stance...

...And see his skin flap back from his face as he sorely under-estimates the acceleration of James's mean machine. It seems that our smooth-boned pal isn't quite ready for the rigours of 1000kmph racing.

WHAT YOU'LL NEED IS...

Three elastic bands, ■ high speed car (or, failing that, a Mini) and an absence of police road blocks.



16 Blast Corps

Robot ruckus



△ J-Bomb. Whadda guy. Er, robot.

So you've toyed with dumper trucks, turbo-boosted buggies and rocket-launcher assisted motorbikes, but you want to make an even bigger mess, and *really* do some damage. So you hop into a giant, 50-foot flying robot and proceed to raze everything to dust and bones. All hail J-Bomb.

HONOURABLE MENTIONS

Here are ten other great moments that didn't quite make it...

- 1. Mario Kart**
Successfully doing that shortcut on Mario Raceway.
- 2. F1 World Grand Prix**
Overtaking Schumacher on that corner at Monaco.
- 3. Spacestation Silicon Valley**
The whole body-snatching concept.
- 4. Turok**
The Fusion Cannon. Boom! Aaand there, quite literally, goes the neighbourhood.
- 5. Body Harvest**
Wiping out a harvester wave with a bleedin' great tank.
- 6. Zelda**
Sneaking past castle guards and Gerudo sentries. *Metal Gear Solid*, eat your heart out.
- 7. F-Zero X**
The first time you race along the outside of the pipe on Big Blue.
- 8. Banjo-Kazooie**
Flying to the top of the snowman on Freezezy Peak. And then admiring the view.
- 9. GoldenEye**
On the Runway level, where you first realise that you can actually get in the tank. And drive it.
- 10. Super Mario**
The Wing Cap. Wonderful.

17 Banjo-Kazooie

Fishy business

Clanker's Cavern. Okay, it's just a herr-uge room, but it's one filled with a honking great mechanical shark, bobbing magnificently over a wonderfully scummy oil-slick surface. And let's not forget, you can actually go *inside* Clanker himself, practice dentistry on him and ride a huge bolt blasted out of his blowhole.



Truly one of Banjo's very best levels. Right?



HOW TO... look disturbing



You too can 'be' Banjo and Kazooie, with the help of some comedy rubber noses, and a friendly piggy back, as demonstrated here by *N64 Magazine's* very own Brothers Twit, Messrs Ashton and Weaver. Remember: their families will see this.

WHAT YOU'LL NEED IS...
Two idiots, rubber noses and a lawn.

18 Diddy Kong Racing

Monkey business

It's just a cutesy racing game, right? Wroooooong. Sure, the basis of the game involves, erm, winning races, as the title suggests, but *DKR* takes great pains to be something more. Hence the marvellous Adventure Island, just begging to be explored, and providing a hint of what was to come with *Banjo-Kazooie*.



HOW TO... body snatch



Having played rather too much of DMA's smashing *Silicon Valley*, the mildly unhinged Tim Weaver decides to assault the hapless Jes, hoping to take over his battered form.

WHAT YOU'LL NEED IS...
A souvenir reminding you of a friend (that you can inherit without the need for lawyers) and an aggressive nature.

Things, however, don't go quite as planned. Tim emerges as a hideous freak, part Weaver, part Bickham, and completely hairless. He's also had to inherit the Barbie Girl CD Single. Yoiks.

19 ISS '98

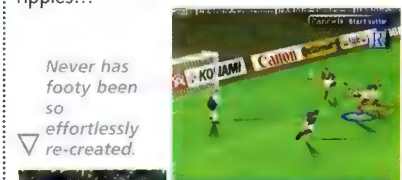
Over and shout



△ He can try as hard as he likes but that goalie has no chance.

You collect the ball in your own half, you splay the ball out to the wing, you carry it forward, skipping one tackle, wrong-footing another, you get to the by-line, wrap your foot round

the ball, curl a cross in, rise with your back to goal... and connect with the perfect overhead kick. The... onion... bag... ripples...



Never has footy been so effortlessly re-created.

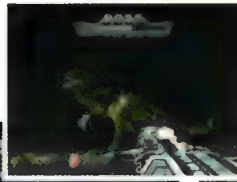


Turok: Dinosaur Hunter

Dinosaur dilemma

You've fought your way through legions of the Campaigner's beastly army, from humble soldiers to fearsome raptors to hideous insectoid aliens. And, of course, the marvellous triceratops. So what can top that? How about a monstrous, fire-breathing, laser-dealing, bionic Tyrannosaur? Eeexactly.

Wonderful animation, pant-wetting dinosaur. ▶



△ Officially the best Dinosaur Ever. And that says...

WHAT YOU'LL NEED IS...

A coffee filter (to use as Raiden's hat), a plastic beaker to attach to your mouth (enabling you to 'become' Scorpion) and an extra leg.

NEVER AGAIN...

Ten things that we never, ever want to see in games again.

1. Aero Gauge

Horrendous three-feet-ahead-of-you pop-up.

2. Turok

The Pillar Maze. Such pixel-perfect jumping must be outlawed. Now.

3. Bomberman 64

How could they so comprehensively cock up one of the best multiplayer games ever?

4. Buck Bumble

Incredibly dense fogging. Look at *Zelda*, and learn.

5. MK Mythologies

Stone blocks that kill you without any warning whatsoever.

6. Clayfighter

A fighting game without one jot of decent fighting in it. Criminal.

7. Shadows of the Empire

Jumping along a train. Not very *Star Wars*. At all.

8. Multi-Racing Championship

Three tracks? Not many, is it?

9. Penny Racers

Sloooooow. And then some.

10. Milo's Astro Lanes

The whole damn thing should have been smothered at conception.

F1 World Grand Prix

Pile up

When you screw things up in Paradigm's near-faultless Formula One simulator, you certainly do it in style. One such example concerns James, full Damage options and the first corner on Monaco – slamming into the sidings at 130kmph, losing two wheels and causing a massive pile-up. He didn't win the race but, by heck, it was impressive.



△ Typical driving from James, here.

HOW TO... break a leg

Squaring up like the ridiculous cast of perfumed nonces that populate the various *Mortal Kombat* games (note the natty Raiden hat), two members of Team 64 engage in fisticuffs.



And – hurrah! – Jes, for once, gets the upper hand. Or foot, as it were, as Tim's leg bends in a way that human legs weren't meant to bend, accompanied by a loud crack. (Note: "Crack!" to be shouted by Mum/flatmate.)

1080° Snowboarding

Dangerous drop

Dragon Cave is a treacherous enough course as it is, with multiple paths, gut-churning jumps and razor-sharp rocky outcrops. Should you be braver than the average snowboarder, though, you can launch yourself off the side of the track for a 100-foot drop-come-shortcut, and even land safely, if you're good.

Blimmin' huge drop ,ahoy! ▶



△ ...and down the knife-edged cliff we go. Angle your board properly...

And now it's your turn...

Yup, we want *you* to send us in your very own real-life gaming moments, using only your imagination, household ingredients – probably involving double-sided sticky tape – and, of course, a camera. We'll print the very best entries, and, of course, there'll be a prize for the top home made scene in the shape of a game of your choice. Good, eh? The possibilities are limitless – fishing in *Zelda*? Overhead kicks in *ISS '98*? Monster-slaughtering in *Turok 2*? Look at what we've done above, fashion your own N64 game scene, take a photo of it and send it to:

Here's one I made earlier, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

RULES

1. The closing date for the compo is the 20th May.
2. Employees of Future Publishing can't enter on pain of death.
3. The winning entry will, naturally, be the best one.
4. Tim, despite his tiny brain, will pick the winner.
5. Ee-ay-addio, and Bingo was his name-o.

Coming soon in... N64 MAGAZINE

ARMORINES



Part-Turok 2, part-Starship Troopers, *Armorines* is shaping up to be a gun-toting, bug-blasting, blood-spattered

shoot-'em-up of the very highest order. We travel to developers, Probe, to bring you the first ever playtest of this astonishingly violent blockbuster!

PLUS!

HYBRID HEAVEN

Reviewed! Get the first verdict on Konami's fabulous-looking sci-fi RPG only in N64!

QUAKE II

Finally! Next month sees the release of *Quake II* - get the lowdown before anyone else!

TIPPED!

Duke Nukem: Zero Hour

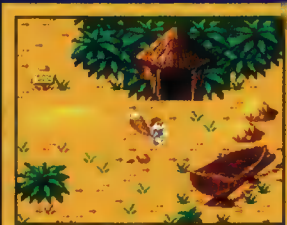
The first guide to Duke's best game yet. Complete every level, discover every secret, fire every weapon and take off loads of limbs!

Rogue Squadron

More tips than you could shake a light sabre at. Plus! Your chance to shine in our fantastic new *Rogue Squadron I'm The Best* league!



NEXT MONTH IN planet 64 GAME BOY



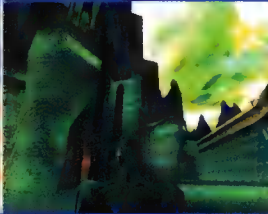
REVIEWED!
CONKER'S POCKET TALES



PLUS TIPPED!
ZELDA: LINK'S AWAKENING

Even more pics!

**WWF
ATTITUDE**

**SHADOW-
MAN**

**MARIO
GOLF**


Reviewed!

**SNOWBOARD
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**MICHAEL OWEN'S
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The great N64 multiplayer compo

UPDATE! Are you good enough to make it to the Grand Final at London's Virgin Megastore?

- Your most dangerous F-Zero tracks ever
- First news on the latest N64 games
- Tonnes of new cheats and tips
- Every Japanese and American game reviewed
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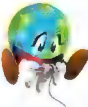
The best **DOUBLE GAME GUIDE** + yet! Two great guides to two huge games...



DEPENDENT NINTENDO MAGAZINE

OFFICIAL!

All magazine contents and free gifts subject to change



The page where – spelling mistakes permitted – anything can happen.

What if...

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N64
MAGAZINE
issue 28

Bill Oddie Harvest

twitch and destroy

Bill Oddie Harvest
DMA
July
US release August

Following the enthusiastic reception afforded to last month's announcement of *Weeds of Evil*, the N64's first gardening simulator, minority gaming groups can look forward to a whole host of niche market titles.

Rare's *Twelve Whales: Conker's Slaughterhouse* looks set to appease the Japanese whaling community with its appealing combination of cute furry rodents and industrial-scale cetacean blood-letting, but DMA's forthcoming birdwatching title, *Bill Oddie Harvest*, is sure to cause a bigger stir on these shores.

Speaking exclusively to **N64 Magazine**, project manager Bob Saveloy revealed the reasoning behind the game. "I suppose you could best describe it as a combination of *Pokémon Snap* and birdwatching. I'm a keen amateur twitcher myself, and I can honestly say that this game is actually even more exciting than the real thing.

"You see, we reused the old *Body Harvest* game engine and replaced the giant alien bugs with nearly 400 species of birds, ranging from common crows to exotic lesser spotted grackle warblers. Stuff like that. And since it's based on *Body*

Harvest, you get to carry a teensy bit more kit than your average birding expedition..."

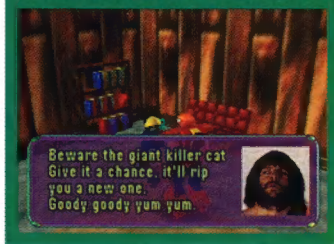
Our brief hands-on experience with *Bill Oddie Harvest* was enough to convince us that DMA could well have a hit on their hands. As we coaxed the main character, Cobra Zero, through the polygonal undergrowth, he responded to every twitch of the analogue. Sighting movement in the trees ahead, the game switched to zoom lens mode, and we were delighted to be able to reel off a dozen snaps of a remarkably realistic rendering of a rare Citrine Wagtail.

Saveloy then demonstrated what might prove to be a somewhat controversial aspect of the game. Responding to a tap on L, Cobra opened his slim metal briefcase and began to assemble a high-velocity sniper rifle. Selecting a hollow-point round as the best tool for the job, he loaded a single cartridge and drew a bead on the unsuspecting Wagtail. "You're going to love this bit,"



△ Undeniably, there's a bit of a fantasy element in the game.

▽ Twitching guru Bill Oddie pops up to offer useful advice. Pay heed.



chuckled Saveloy, convulsing uncontrollably.

One quick squeeze of Z and the Wagtail was vaporised, leaving behind a beak, two claws, a handful of feathers, and a cloud of blood lingering in the still air. Saveloy was ecstatic. "What a kill! That was one of my best yet. Usually I go for a simple armour-piercing round, but I wanted to make this one personal. I really hate birds. Despite them, the evil flying turd factories. Check out the slow-motion replay. I think I'll save that one to watch again later."

Expect *Bill Oddie Harvest* to set the birdwatching community alight later this year.



Get close, zoom in, make him feel every ounce of lead.

▽ Hello? Earth calling Saveloy.



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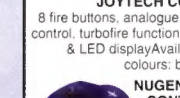
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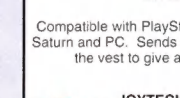
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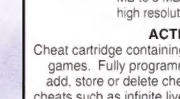
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MAGAZINE
N64

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MAY 1999

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- CALIFORNIA SPEED
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